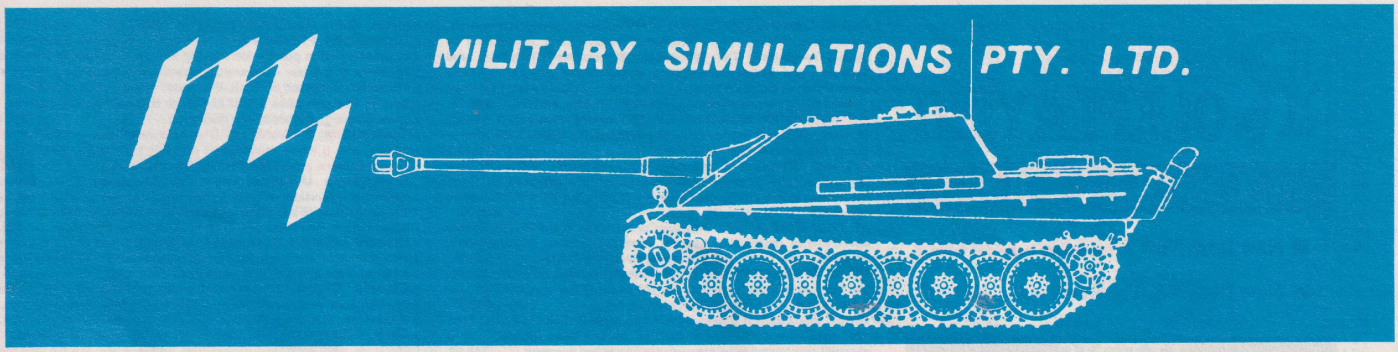

MAIL ORDER MAGAZINE

WINTER 1993 EDITION

MILITARY SIMULATIONS

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Military Simulations has a well stocked showroom, which now includes some 1200 miniatures on permanent display, plus a huge range of wargames and role-playing material. Customers are more than welcome to visit us, and gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from **9.00am** to **1.00pm** on the **first Saturday** of each month.

CLUB DIRECTORY

We need your help! Mil Sims is compiling a national club guide for both role players & wargamers. What we need is your club name & contact address. Once this club list in completed, it will be made available to our customers on request.

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Please note - prices in this catalog are subject to change without prior notice.

EARTHDAWN

Coming Soon From FASA

This brand new fantasy Role Playing Game is due out in early September, a 300 page hardback book including 32 pages of color plates. In an ancient age of magic, heroes re-explore their world, hoping to reclaim it from the devastation wrought by the centuries-long Scourge. At long last emerging from their self-imposed imprisonment in underground shelters, humanity must also fight remnants of the Scourge - known as horrors, creatures from astral space that have ravaged the earth. At the centre of the province of Barsaive lies the dwarven Kingdom of Throal, which has united the peoples of Barsaive since the days of the Scourge. At one time the communities of Barsaive huddled together in fear; the dwarves of Throal brought them together by re-establishing trade and commerce throughout the lands. Now elves, trolls, orks, and dwarves work together to rebuild the land that is their home. Far to the southwest of Throal is the great Theran Empire. Before the Scourge, Barsaive was a province of the Theran Empire, self-governed, but still under its domain. Barsaive declared its independence from Thera at the end of the Sourge, setting a new order against the Empire's rule of slavery and oppression. This is the setting of *Earthdawn*, the people of Barsaive fighting to reclaim their world from the last vestiages of the Scourge and protect themselves from the flying armada of the Theran Empire, which seeks to re-conquer the land it once ruled.

DIPLOMACY

The original and best multi-player game where your diplomatic skills are tested to the limit as three to seven players vie for mastery of Europe and the Middle East in the pre-World War One era. Each player begins the game as either Russia, Great Britain, France, Germany, Turkey, Austria, or Italy, and starts with three production centres, each which may produce and then support one army or navy. To win you will need to control thirty five (or a majority) of the sixty or so production centres. Each nation you play has a unique character: England with powerful fleets but desperately needing to form a beachhead on the continent; Russia, with four centres but so big that it is hard to defend the whole frontier; Turkey, safely tucked away in the corner, easily defended but also weak in opportunities to attack; Austria, surrounded by enemies and often the first nation to fall, unless frantic diplomatic efforts can succeed. The rules are elegantly simple - there are no dice, and nothing is random. Each piece can either attack, hold, or support another piece (including those of other players), and if one side has more units involved in an attack than the other, then the other piece must retreat or be eliminated. It sounds simple, but once you get seven people all supporting, attacking, and out manoeuvring each other, anything can and does happen. This game will teach you things about your friends you would never have dreamed possible. Comes with a mounted mapboard, rule book, map-pad, and plastic playing pieces. *We also have the IBM computer game available now ($50.00), and it can resolve your turns for you.*

FUZZY HEROES

Break out the bear (oops - beer) and pretzels! It's time to get stuffed! This is a tongue in cheek miniatures game that uses soft toys as the miniatures, and your bed-spread or table cloth as the gaming board! It's for ages 6 and up - but come on, I dare you - buy it and try it! Champion the cause of the Fuzzy Heroes - fearless, intrepid and bold, they defend the cause of the soft, fluffy, and stuffed, in bedrooms the world over. Rumors and whisperings of their struggles against the unbridled might of the Naughty Renegade Boy Toys are known, but you had never lent them much credence. But now the conflict has escalated to include even your bedroom. In the darkness of your closet, the Fuzzy Heroes are ready for combat. They are yet firm in the resolve which they must present to good King Swineheart. In your sister's bedroom, many of their comrades lie trapped - you must mount a resuce mission to return them to FrolicHaven where they can join the good fight! Down with the Naughty Eye King - he must be stopped before all that is cute and fuzzy disappears from the world forever! The 80 page book gives profiles on several Fuzzy Heroes: *Stuff the Magic Dragon, Sir Teddy, Just Duckie, Hoppy the Frog, Tank the Turtle*, and of course - *Dart Evader and his Stormy Snoopers!* Rules include terrain effects, simple and advanced rules, vehicles, troop types, hand, ballistic, & energy weapons, aerial movement, sieges, morale, etc.

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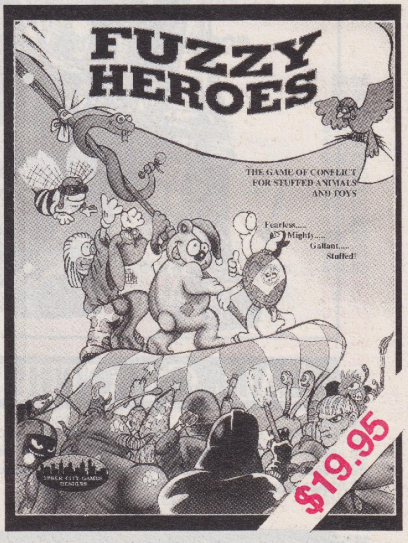

ROLEPLAYING

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ALIENS

SCI-FI A chilling future of mega-corporizations vying for control of space colonies. But the exposure of humanity to a race of perfectly adaptive Xenomorphs could spell the end of civilization. **By Leading Edge Games.**

ALIENS ADVENTURE GAME 194 page book packed with photos, detailing characters, vehicles, equipment, skills, Alien bug-uglies, campaign background, combat, plus everything else players and DMs need to know. This is a low to moderate complexity system that is heavily based on the second film, but also contains several follow on scenarios. **$45.00**

ALIENS 25mm MINIATURES

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LEA20306	Power Loader & Jonesie (the cat)	$34.95

ARS MAGICA

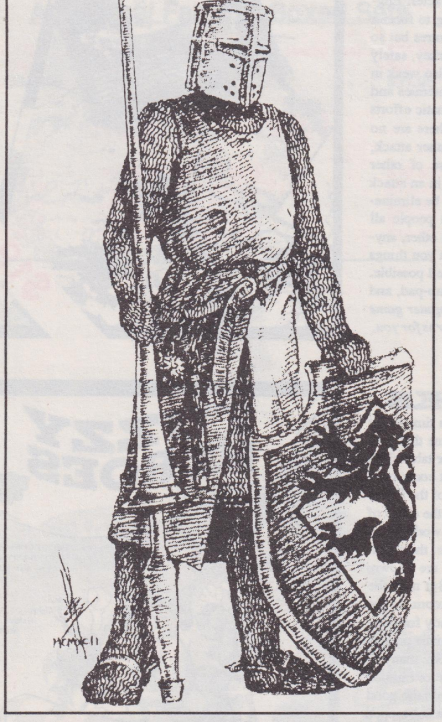
FANTASY Roleplaying's most realistic and dynamic storytelling game of magic. It allows you to play the role of power wizards. This is the 3rd Edition. **By White Wolf.**

ARS MAGICA 392 page softcover book, set in a dark vision of the medieval world, where superstitions are fact. You play a Magus, or are the companion of such a sorcerer, such as a mercenary, street-urchin, friar, etc. You journey forth to gather magical ingrediants, delve into forgotten tombs, enter the realm of the faerie, and fight in the underworld. **$55.00**

Medieval Bestiary Beasts of legend and the mundane world, over 100 in all, each with a complete story concept. **$30.00**

Parma Fabula GM screen & mini adventure. **$20.00**

Pax Dei The Infernal Realm of Mythic Europe, revealing previously unknown lore about the Divine Realm. **$35.00**



CALL OF CTHULHU

HORROR Beyond the comforting realms of society lurks an ancient and terrifying con-spiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! **By Chaosium.**

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Love-craft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary, etc. **$45.00**

Adventures in Arkham Country Five scenarios set in Arkham, Dunwich, Kingsport & Innsmouth. The major piece, *With Malice Aforethought*, puts the investigators on trial! **$40.00**

Arkham Unveiled A 160 page guide to 1920's Arkham in New England, includes details on Miskatonic University, creepy locales, bizarre characters, and 4 adventures. Now out of print, but we still have some copies left. **$40.00**

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. **$40.00**

Blood Brothers Thirteen casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. **$40.00**

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, and is specially constructed to be completed in one or two evenings. **$40.00**

Creatures of the Dreamlands Beautifully illustrated colour guide to 31 strange beasts. **$30.00**

Cthulhu By Gaslight Includes extensive background info for 1890's London, isuch as social classes, politics, times, maps, biographies, Cockney slang, cost of living, Club life, and an adventure The Yorkshire Horrors featuring Sherlock Holmes. **$40.00**

Cthulhu Casebook 9 adventures: The Auction, The Madman, Black Devil Mountain, The Asylum, The Mauretania, Gate From the Past, Westchester House, Curse of Chaugnar Faugn & Thoth's Dagger. Incud-es the 10 Commandments of Cthulhu Hunting, Plot Germs & a collection of Grisly Descriptions! **$40.00**

Cthulhu Classics Features a 7-part campaign 'Shadows of Yog-Sothoth: the unleashing of sleeping Cthulhu from the corpse city of R'lyeh! Plus 5 reprinted scenarios (The Warren, Dark Carnival, etc). **$40.00**

Cthulhu Now 2nd Edition. 144 page 1990's sourcebook that covers new equipment & firearms, computers, helicopters, enhanced monster hit-locations, contemporary character sheets, & four adventures that features an undersea city, a crashed Space Shuttle, & a metal band with a Mythos groupie! **$30.00**

Curse of Cthulhu The Brotherhood is staging a comback, and players must travel to San Fransisco, the Andes, Egypt, and Romania to find out who is responsible for a string of child murders & abductions. These are reprints of the classic *Fungi From Yuggoth* & 3 other scenarios. **$40.00**

Dark Designs 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. **$40.00**

Dreamlands A 122 page sourcebook that explores the fantastic realms beyond the veil of sleep. Includes dream skills & abilities, 6 adventures, new spells, the Underworld, a bestiary, and a map. 3rd Edition. **$35.00**

Escape from Innsmouth A decayed husk of a coastal town slowly dies with its diseased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. 160 pages. **$40.00**

Fatal Experiments Has three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg, Duck's Foot Pistol. **$40.00**

Fearful Passages Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. **$40.00**

Dire Documents A collection of bizarre stationery, letterheads, note paper, & death certificates. **$18.00**

Great Old Ones Six 1920's scenarios (one involves a 1927 English lunar expedition!): The Spawn, Still Waters, Have You Seen the Yellow Sign?, One In Darkness, The Pale God & Bad Moon Rising. **$40.00**

Horror on the Orient Express A magnificent campaign that hurtles along on a nightmare journey from London to Constantinople, gradually unearthing fragments from an occult device of inestimable antiquity. Contains over 250 pages of text, plus handouts and great maps. **$60.00**

Investigators Companion, Vol One At last, a book for players! This features loads of background material on the 1920s, including equipment, travel, society, etc. Due August. **$20.00**

Keeper's Kit 5th Edition Excellent 6 panel screen, & weird goodies - a foldup Strange High House, a bookmark, a new scenario. **$30.00**

Kingsport A secluded fishing village known for its ambiance by tourists & artists, but behind a facade of normality lies an ancient Witch Cult, & unspeakable creatures that lurk in the fog! With 3 adventures. **$35.00**

Mansions of Madness Five 1920s adventures, each based around an isolated building: Mr Corbitt, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. **$35.00**

Return to Dunwich Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. Includes a map & 2 adventures. **$40.00**

Tales of the Miskatonic Valley Six excellent 1920s adventures, set in various parts of Lovecraft County. Learn about the Amazing Fish Boy and other strangeness. **$35.00**

Terror Australis Sourcebook for 1920s Australia & the Aboriginal Dreamtime. Includes 3 adventures: Pride of Yirrimburra, Old Fellow That Bunyip & City Beneath the Sands. Disgusting artwork! **$40.00**

The Stars Are Right Six cutting edge adventures of modern horror. Fractal gods invade from home computers, Y'Golonac stalks the homeless, San Francisco burns down, and worse! **$40.00**

The Thing at the Threshold A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artifacts, a subsequent expedition triggers tragic future consequences. **$35.00**

CHAMPIONS

Note New Lower Prices

SUPERHERO Daring do-gooders and butch baddies beat the crap out of each other in a struggle for world domination, or at least a little extra media exposure! Contemporary era. **By Iron Crown Enterprises.**

Champions Comprehensive 346 page softcover book based on the Hero system. The best Superhero RPG on the market. Details 8 primary characteristics, 6 figured characteristics, 59 skills, 6 perks, 20 talents, 64 powers, 33 power advantages, 23 power limitations, 17 character disadvantages, etc. **$35.00**

Alien Enemies A collection of alien oddities and other strange entities from beyond who are desperate for some global real estate. Includes two new criminal organisations and various scenarios. **$15.00**

Allies An Enemies sourcebook, with potential allies such as Executive Sanction, The Posse, Felix 9, etc. Due July. **$20.00**

Challenges for Champions Contains 10 scenarios, with tips on how to adapt them to suit specific characters. Includes general guidelines on scenario generation and design techniques. **$9.00**

Champion GM Screen Card foldout screen for GMs. **$16.00**

Champions in 3-D 144-page sourcebook on running extra-dimensional adventures, pitting characters against other-worldly creatures and stranger villains. Ideal as a break from the urban environment. **$18.00**

Champions of the North 128 page Canadian sourcebook, includes data on culture, history, politics & geography, plus a large selection of new heroes, villains, organisations and adventures! **$20.00**

Champions Presents.#1 3 adventures: Spectrum - A supervillain organisation uses political kidnapp-ing to pass anti-superhero legislation. No News of a Thaw - Dimensional Ice demons generate arctic weather conditions to try and conquer the world. Menace Out of Time - A trip through time unleashes a host of strange adversaries: Nazis, robots, war gods, gunslingers, ghosts, and dinosaurs! **$20.00**

Champions Presents # 2 A mad computer, a murderer killing supers, and a whole organisation of slimy snake-guys. With dozens of new characters, groups, vehicles, robots, bases, etc. **$20.00**

Champions Universe Has a complete listing of all criminal & otherwise organisations, glossary for every character, group, location & device, timeline of important events, atlas of the world, new characters & organisations, who hates who & who likes who, etc.189 pages. **$25.00**

Classic Enemies A reprinted & updated selection of 75 villains - both solo operatives and powerful criminal organisations. 112 pages, including a reprint of the 'Escape From Stronghold' adventure. **$16.50**

Classic Organizations Details and updates all the old major Organizations such as PRIMUS, DEMON, CLOWN, Red Doom, Neutral Ground, etc. Includes a HUGE scenario slugfest. 192 pages. **$25.00**

Dark Champions Sourcebook for a new class of superheroes - vigilantes who walk the line between justice & vengeance. 208 pages including extensive modern weapons lists, gadgets,etc. **$27.00**

Day of the Destroyer Doctor Destroyer wants to rule the Earth, if world leaders refuse his New World Order he will start to cull the population, unless he gets his ass kicked by some superheroes. **$7.50**

European Enemies Features 35 new villains, including a super-powered punk band & mercenaries who dabble in magic! With several adventures, details on new organizations, etc. 96 page **$16.50**

High Tech Enemies A selection of villains - power armored, robots, androids, cyborgs, mutants - armed with a sophisticated array of gadgets. 40 villains & agents are detailed, including . Kinetron & Angel-3. **$16.50**

Invaders from Below King Earthwyrm and his twelve super-powered Darklings, plus a whole horde of Subterrans, surge forth from their vast underworld kingdom to conquer the surface world. **$11.00**

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Normals Unbound An NPC catalogue detailing the "significant other" - the chauffeur, idiot sidekick, voluptuous media personalit, politicians, cops, scientists, & a whole host of others. Ideal for campaign play. **$16.50**

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Road Kill A supervillain speed-metal band, still mad as hell for not getting an MTV video-clip complete with buxom mud-wrestling women, decide to get into some serious eardrum-shattering mayhem. **$10.00**

Shadows Of The City Three adventures in 144 pages: vigilantes are killing civies while hitting drug organisations, brainwashed minions of Reverend M, and occult forces in Street Magic. Due June. **$24.95**

The Mutant File What makes a mutant, what it means, & who they are. 30 new characters, mutant generator, etc. Due Sept. **$22.50**

Viper 190 page sourcebook on the most villainous organisation in the Champions Universe, five campaign outlines, new agent types, new weapons, new vehicles, & new supervillains. **$27.00**

Zodiac Conspiracy Zodiac is an organisation of twelve sophisticated, immortal villains who plot world conquest from within their orbiting organic lair, and whose powers come from star signs. **$13.50**

CYBERPUNK

SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. **By R.Talsorian Games.**

CYBERPUNK 2020 2nd Edtion Features extensive character creation mechanics, cyberweapons, net programs, bio-ware', nanotech enhancements, fast moving fire-fight rules, heaps of world background and more. This has a gritty, bleak mood, & is chillingly realistic. Character classes are cops, rockers, solos, medias, corporates, nomads, techies, netrunners & fixers. Includes 10 scenarios, & details on adventuring in Night City. 246 pages - proudly printed in Australia by Jedko Games. **$25.00**

All Fall Down (Atlas) The rebuilt city of Las Vegas becomes the focus of a Corporate civil war, with one side ready to test a new strain of biological weapons, and both of 'em wanting to flatline the players. **$16.50**

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Chromebook #2 A must-have for all Cyberpunk gamers. Covers new cyberware including a remote, removable eye, equipment, weapons, with the Rhinemetall Railgun & the "Anti-Matter Rifle" - both great for dealing with all forms of power armor & metalgear. Also details heaps of new full body replacement packages - the latest trend in survivability. Plus exotics and vehicles, chameleon devices etc! **$24.00**

Compendium of Modern Firearms 224 page comprehensive sourcebook covering everything from pistols & sniper rifles, to grenade launchers & night vision goggles. Illustrated with photos. **$40.00**

Corp. Book I Profiles on 2 powerful conglomerates: Arasaka Security & the International Electric Corp-oration. 88 pages featuring products, board structure, security, resources, etc, plus scenarios. **$20.00**

Corp. Book II A detailed sourcebook for the Lazarus Military Group (mercenaries for hire), and Miltech International. Valuable data for campaigns, includes scenario idea, equipment lists, uniforms, etc. **$20.00**

Corp. Book III Features the energy giants - Petrochem and SovOil, details holdings, personnel & equipment, as well as backgrounds on the international power industry and the 2nd Corporate War. **$20.00**

Cyberpunk Data Screen Color game screen + an adventure. **$22.50**

Cybergeneration In 2027, a lost generation is exposed to a nanotech virus that gives them the powers to change the world, if the world does not destroy them first. Mallbrats, Boardpunks, Tribals, Arco-runners & a dozen other character classes for the teens of the 2020s are given new nanotech-based skills & placed on the run from a government seeking to wipe them out. Cypberpunk update sourcebook. Due August. **$35.00**

Deep Space 2nd Ed Near Orbit, updated to 2020, with reports on Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, and some Orbital politics. **$25.00**

Eurotour '21 Six adventures with the Cyberpunk characters as

bodyguards of mad Rockerboy Jack Entropy, as he tours Europe. Featuring Brit street scum, French goldenkids, etc. $22.50

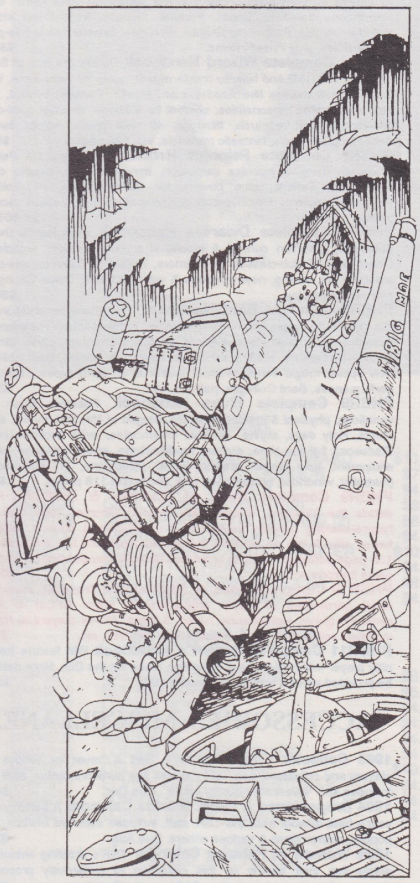
Eurosourcebook Details New Europe, the Eurocrats paradise that veils a continent simmering with bitter historical feuds, toxic wastes & nationalistic gangs. Includes three adventures. $20.00

Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. $22.00

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, US military, balance of power, etc. More details later. $35.00

Land of the Free A five adventure campaign pack in which your team of cyberpunks are hired to extract a corporate from New York & deliver him to Night City. Run ins with Elvis Posers, Delta Pirates, a dirigible, & other friendly peoples will make this an unforgetable run. Due Aug. $40.00

Maximum Metal Six types of advanced personal power armor, each with their own spec sheet, tanks, artillery, APCs, mil-spec aerodyne assault vehicles, counter-measures, airships, new melee weapons, beam weapons, & all other manners of military & corporate hardware. $25.00



Near Orbit A sourcebook for the orbital colonies, from manufacturing & pharmaceutical factories, to the grim warbirds, and the luxurious palaces of the elite. With new skills, equipment, etc. $22.50

Night City 2nd printing features corrected errors etc. Sourcebook with huge campaign supplement featuring street-block maps packed with data on services, entertainment, gangs, businesses, etc. 184 pages. An ideal home setting for campaigns. With a full color map of the city. $35.00

Night City Stories (Atlas) Contains 4 connectable adventures set in NightCity, from the luxurious Corp-orate Sectors where the money lives, to the Combat Zone & its nightly urban holocaust. 144 pages. $30.00

Protect and Serve A sourcebook dedicated to the Cop character class, features new equipment & weapons, gangs & organised crime, operational procedures, crimes & sentencing, punishment, etc. $20.00

Rache Bartmoss' Guide to the Net At last! A complete guide of the net throughout the world. Net runner heaven. Due June. $24.95

Rockerboy Details the glittering decadence and popular impact of cult music in the cyberpunk society, as well as the social & political influence of the powerful electronic media. 80 pages. $22.00

Solo of Fortune Sourcebook for Solos, with new rules, equipment, weapons, gang type descriptions, corporate extractions, etc. Remember, when you want to impress a booster gang leader, shoot one of his boyz under his nose-or even better-shoot yourself without showing pain! $20.00

Tales from the Forlorn Hope Contains 8 adventures that begin in a bar where SouthAm vets hang out, includes a corporate extraction with a twist & a nonster hunt in the wilds of Eastern Europe. $22.50

The Osiris Chip (Atlas) Humantech, a secretive biotech firm, has developed a chip that will enable it to control victims of cyberpsychosis, and thus create a mercenary gang of high-tech zombies. $15.00

When Gravity Fails Sourcebook for a dark-future Moslem ghetto in the Middle East. Features notes on Islam in the future, personality chips, gender-engineering, mind drugs, and a sexy adventure. $25.00

DANGEROUS JOURNEYS

MULTI GENRE Gary Gygax's back! And the old mentor of roleplaying has helped to produce a new system that features flexible mechanics and very detailed characters.

MYTHUS This is the core fantasy sourcebook, it features a rich heroic persona creation system (vocations, knowledge, skills, quirks, birth, etc), improving skills & abilities, combat & healing rules, Heka Energy & basic magic, time, game realism, magicak items, an adventure, and more. 413 pages! $40.00

Aerth Bestiary # 1 All the creatures from exterior and interior Aertha, with all stats, habitats & descriptions. Due Aug. $45.00

Mythus Magic Expands the magick rules & Heka powers: has over 1000 spells listed for Mages (with 5 schools), Priests (with 5 Ethos') & 15 other Archetypical Castings, plus more magic items. 382 pages $37.00

Mythus Gamemaster's Screen A standard cardboard prop upon which are printed the basic rules framework, and behind which the GM can cheat with his/her die rolls! Includes play aids. $18.00

Epic of Aerth An Earth-like fantasy campaign setting (continents are called Aeropa, Afrik, Central Azir, etc) with extensive subterranean labyrinths (Shallowshadow, Midgloom & Deepdark), and a hollow interior wherein reside ancient races. Technology & civilization remain at a Late Renaissance level, but magick is quite extensively developed. Unlike the counter-world of Phaeree where wild magic reigns. $40.00

Necropolis A Mythus campaign adventure set in magical Aegypt - the characters embark upon the great river Nylle in search of lost tomb. They face hazards such as bandits, demons, and worse! $40.00

The City of Ascalon 160 page book of the port city Ascalon, a setting of political intrigue and swashbuckling adventure. With 1 large poster map, 8 street maps, etc. Due Sept. $40.00

Novels - Mythus Aegyption Trilogy
1. Anubis Murders $7.50 2. Samarkand Solution $10.95
3. Death in Delhi Due? $10.95

DARK CONSPIRACY

SCIENCE-FANTASY A decaying, polluted near-future Earth where other-worldly denizens have secretly manipulated world events in a conspiracy that has lasted since ancient times. **By GDW.**

DARK CONSPIRACY Despite advances in technology world society has begun to fall into ruin. Puissant nightmare powers, hidden since the rise of civilization, have manifest themselves to challenge humanity's rule. 336 pg, with 62 PC careers, 51 skills, lots of unnatural critters, etc. $45.00

Among the Dead In New York a children's hospital is providing orphans as human raw material for some unspeakable purpose, one that has connections with an undying creature in decayed Moscow. $20.00

Darktek An equipment guide with gruesome biological Dark Minion weapons, futuristic ET constructs, advanced corporate consumer technolgy, vehicles, robotics, electronic equipment, etc. 104 pgs. $25.00

Dark Races Vol. 1 A compendium of 46 creatures, with details on mythology, skills, vulnerabilities, empathic abilities, combat tactics, etc. Includes mechaniacals, Super Rats, the Toxic Mother, etc. $25.00

Empathic Sourcebook Contains expanded rules for the Empathy statistic and its many related skills, as well as new abilities & organisations important to empathic characters. 120 pages. $22.00

Heart of Darkness A sorceress of ancient Baghdad has lain in mystic statis for 1000 years, her mind imprisoned in a magical gem which also holds the key to a ward keeping at bay a race of parasites. $22.00

Hellsgate NASA's newest Comsat is beaming an unknown signal to Mexico, while the gods of the ancient Mayans are rising anew. The way is now open for the coming of the Great Dark One. $22.00

Ice Daemon In southern Texas, during the middle of Spring, an arctic storm ravages the state. Out in the icy badlands a creature stalks again, not since the Earth's last ice age has it hunted prey. $9.00

Minion Hunter A stand alone boardgame of Dark Conspiracy. 1 - 6 players hunt down the nameless horrors attempting to invade and subjugate the USA. Rules are low complexity, and includes 72 plot cards, 40 equipment cards, money, character sheets, etc. $60.00

Minion Nation An expansion for MINION HUNTER. Has new rules, expanded encounter tables, random plot card results, 16 new equipment cards - including captured minion bio-equipment! $5.00

New Orleans An ancient fiend and its legion of servitors is preying on the ghettos, dragging victims thru the sewers and into the swamps beyond, where tons of toxic wastes have been dumped. $22.00

Nightsider An adventure that combines a sunny island resort, a high-security army base, and a sleepy township whose residents aren't able to leave! More details on the plot next time. $10.00

Proto-Dimensions Vol. 1 Describes over 12 new dimensions - bizarre environments that can be detrimental or beneficial to the players. Explains how to discover them, and how to leave. Due Aug. $22.00

Novels: - $10.00 each
A Gathering Evil 2. Evil Ascending 3. Evil Triumphant

DREAMPARK

SCIENCE-FANTASY A techno-fantasyland park equipped with virtual reality tools allows teams of Gamers to defeat an array of cross-genre scenarios presented by the the Game-masters. **By R.Talsorian.**

DREAMPARK A universe where anything is poss-ible, created by technology that combines every style of historic fact and imaginative world. Characters are able to redesign themselves, and they never die, they only lose games. The mechanics are flexible, with 2 levels of complexity. A fairly relaxed style of game. $30.00

Dreampark Referees Pack A flashy GM screen with all necessary game play information, 9 new character cards, & a 48 page GM's Guide, with tons of weapons, armor, vehicles, & actor catalog. $25.00

Dreampark Spell Cards A box full of easily accessible spell cards, making use simple and speeding up game play. Due Sep. $TBA

The Agents of Falkenstein Set in 1943, the turning point of WWII, a group of Allied "Mystery Men" enter forbidding Castle Falkenstein to battle the Nazi Supervillain Red Falcon. $20.00

Race for El Dorado Game An Idiano Jones style adventure trying to uncover some lost goodies in South America, where you are up against vicious mercenaries, jungle monsters, & hidden terrors. $20.00

The Curse of the Khalif An Arabian Knights style adventure, with a few plot twists added. Features 9 new NPC cards, flying carpet combat, damsels in distress, and a few other cliches. 48 pages. $19.00

DUNGEONS & DRAGONS

FANTASY The beginner's version of AD&D - translated into 13 languages, millions of copies this RPG have been sold worldwide. Recommended for players aged 12 and over. **By TSR.**

RULEBOOKS & BOXED SETS

Dungeons & Dragons Game Contains an excellent instructional program called the Dragon Card Learning Pack, a 64 page rulebook, a 6-panel DM's screen, dice, 48 colour character/monster counters, and an adventure map. This is specifically designed for beginners, and as such is easy to learn. $50.00

Dungeons & Dragons Basic Set These are the rules that were superseded by the above game. Includes a DM's guide & a players book. Covers character levels 1 thru 3, with monsters, magic, etc. $10.00

Rules Cyclopedia This 304 page hardback book replaces the Expert, Companion & Masters box sets. Details DM & Player's information for character levels 1 thru 36, covering character creation & classes, spells & spell casting, equipment, movement, encounters, combat, experience, NPCs, strongholds & dom-ains, monsters, immortals, treasure, campaigning, planes of existence, variant rules & much more! $50.00

Wrath of the Immortals Describes immortal-level individuals and the outer-planar world. Also details the campaign saga, DMing for low-level dungeoneers, to hyper-level dudes who rule kingdoms, et al. Features a mega-slugfest war of immortals plus the long-awaited brawl between Thyatis & Alphatia. $40.00

Champions of Mystara This set builds upon the Princess Ark series of stories presented in Dragon magazine. Details the regions westward of the Known World, the use of skyships in your campaign, how to develop skyship crew-member characters, and much more. Includes 4 new maps. Due Oct. $50.00

ADVENTURE MODULES

BOXED ADVENTURE PACKS

Dragon's Den A beginner's RPG supplement for character levels 1 to 5. Features three complete dragon-lair adventures, each with a colourful poster-sized maps & various colour stand-up counters. $40.00

Goblin's Lair Three connected low-level lairs containing a wealth of humanoid terrors - goblins, orcs, bugbears & ogres. Includes a horde of stand-up counters, and three poster-sized floorplan maps. $40.00

Haunted Tower Three tomb-adventures - explore dank crypts where ghosts, mummies, zombies, skeletons & vampires reside - kick some serious undead ass! Great for beginners, with maps, etc. $40.00

BASIC - LEVELS 1 TO 4

Assault on Raven's Ruin A beginner's module. The Master Thief Raven, leader of a Goblin tribe, has stolen the valuable scepter of truth and taken it to his trap-infested lair. Includes a large map $15.00

DDA1 Arena of Thyatis It's the festive season in Thyatis, and for dungeon-weary adventurers this is a great time to meet the aristocracy, enjoy a few duels, and fight in the arena for a little fame! $11.00

In the Phantom's Wake Our heroes discover a strange, magical astrolabe; when its powers are accidentally triggered they suddenly find themselves aboard a haunted skyship. $16.00

Knight of Newts A map reveals the location of a dungeon beneath the Ruins of Kraal, in the dreaded Black Swamp. Unfortunately this labyrinth is flooded, and its aquatic guardians don't want visitors! $16.00

Rage of the Rakasta An adventure for 2 characters - a village is plagued by marauding feral felines, salvation lies in returning the rakasta queen to her throne. Includes obligatory dungeon. $15.00

Sword and Shield A module for one DM and one low-level fighter character. The fearsome Black Knight, a bandit of nefarious reputation, has decided to hold a tournament to contest his honor. $16.00

EXPERT - LEVELS 4 TO 14

X8 Drums on Fire Mountain The mysterious Shipbane & pirate Orcs intent on plunder wreak havoc on the Sea of Dread, both led by a malign intelligence that must be sought out and then destroyed. $7.00

MASTER - LEVELS 26 to 36

M2 Vengeance of the Alphaks A despotic deity, banished to the sphere of entropy, seeks to destroy mankind by dabbling in politics, thus triggering a cataclysmic warbetween Thyatis & Alphatia. $9.00

M3 Twilight Calling In the Septahenge stand 7 gates for 7 realms. In these realms stand 7 guardians with 7 symbols. From these symbols comes one key - with this key the Carnifex can be defeated. $10.00

M4 Five Coins for a Kingdom The city of Lighthall vanishes, in its place come 5 coins of amazing powers. In a realm of floating islands an evil wizard intent of conquest must be slain to save the city. $10.00

IMMORTAL - LEVELS 36 and up...

IM1 The Immortal Storm A swirling grey maelstrom of immense proportions threatens Immortal rule. The players must travel the multiverse to find the essence of life and save the Hierarchs. $8.00

IM2 The Wrath of Olympus How to save the world: (A) create artifact, (B) defeat host of legendary foes, & (C) rescue immortals imprisoned by Daemons. What do you do with the rest of the day? $10.00

IM3 The Best of Intentions Prime Plane Immortals are dying - the only way to solve this blatant contradiction in terms is by participating in the dreaded multi-plane Immortal Olympics! $7.00

D&D CAMPAIGN GAZETTEERS

Campaign world series for use with D&D or AD&D. All titles include complete historic, economic, geographic & social information for players & DMs, as well as details on cities & significant NPCs.

GAZ2 The Emirates of Ylaruam Details everything from the desert realm's bustling capital city to lowly caravan villages where merchants and thieves ply their trade under a remorseless sun. $16.00

GAZ3 The Principalities of Glantri A sorceress nation ruled by a council of puissant wizard-princess, and known for its all-consuming infatuation with the enigmatic Secret of the Radiance. $18.00

GAZ4 The Kingdom of Ierendi A hardy nation of composed of ten separate tropical islands, and a haven for colourful buccaneers, privateers and smugglers. Includes rules for naval warfare. $16.00

GAZ6 The Dwarves of Rockhome The dwarven nation, a tenacious and hardworking society. Covers their history, government, economy, and geography. $18.00

GAZ7 The Northern Reaches Details the three rugged Viking nations: Soderfjord, Vestland & Ostland. With separate Player's and DM books, a double-sided map, and rules on D&D Runic Magic. $18.00

GAZ10 The Orcs of Thar Sourcebook on Orc culture, with major personalities, clans, history, leaders, etc described in detail. Includes Orc PCs, spell-casters, the Orc King, plus a boardgame! $20.00

GAZ11 The Republic of Darokin In Darokin power comes from wealth, whilst social & political influence is tied directly to the success of commerce. Includes a daring Merchant character class. $20.00

GAZ12 The Golden Khan of Ethengar A land of vast plains peopled by fierce horse tribes, who are now united by a single heroic leader. Includes a Shaman character class, with unique spells. $20.00

GAZ13 Shadow Elves Describes in detail the vile Shadow Elf underworld realm - a violent empire that seeks to invade the surface lands. Includes the Soul Crystals & mystical powers for shamans. $18.00

GAZ14 Atruaghin Clans Introduces the Horse Clans from the plains, the sea-faring Turtle Clans, the Children of the Bear, & the evil Children of the Viper. With the Shamani PC class & new Immortals. $22.00

AC1010 Poor Wizard's Almanac B4-sized 240 page almanac that comprehensively details the year AC1010 - in the wake of the Great War of Wrath of the Immortals. Includes a rich overview of Mystara, com-plete world army synopsis, who's who listing, the huge Year in Review, plus a colour fold-out map. $20.00

AC1011 Poor Wizard's Almanac II A detailed DM's guide to the year 1011, covering personalities & events of importance in Mystara, the Known World & Hollow World. Includes a social register, and an atlas. B4 size, 240 pages - a full gaming years worth of events. Due Dec. $22.00

HOLLOW WORLD

Hollow World Within the undercrust of the Gazateers world resides a vast, exotic land ruled by strange empires, and peopled by new races. Includes a 128-page DM's book, a 64-page Player Guide, a 32-page Adventure Book and four 31"x21" maps. With new character races, monsters, magic items, etc. $35.00

HWA2 Nightrage An army of Dark Elves, with armour impervious to swords & spells, are set to conquer Hollow World. Salvation lies in eternal Nithia, past the trackless caverns beneath the World's spine. $18.00

HWA3 Nightstorm An approaching cataclysm threatens Hollow World, the Immortals who can defeat it have vanished. Within the Temple of Eight Sweet Winds, in a land of elephants & shapeshifting assassins, lies the secret of the mysterious Emerald River, & the chance to find the Immortals. For levels 8 -10. $20.00

HWQ1 The Milenian Scepter The revered Milenian Emperor dies suspiciously, and his squabbling heirs threaten to start a civil war over control of his ruling scepter. For character levels 6 to 8. $20.00

HWR1 Sons of Azca The Azcans are Hollow World's most feared & dangerous race. This supplement details their culture, religion, magic, society & geography. Includes adventures plus a map. $22.00

HWR2 Kingdom of Nithia Describes a legendary nation ruled by powerful pharaohs, a changeless culture renown for its pyramids and stories of sky chariots. Includes Nithian character classes. $22.00

HWR3 The Milenian Empire Once a great nation in the Known World, the Milenians are now a Hollow Wolrd empire of philosophers, oracles, architects & mighty legions who elect their own Emperor. Due to an abundance of secret societies, this is a land rife with intrigue & conspiracies. $22.00

D&D GAME ACCESSORIES

DDREF1 Character Record Sheets New character record sheets for the revised D&D. $18.00

DMR1 Dungeon Master's Screen Standard format, updated to include the new Rules Cyclopedia, and containing a 32 page adventure: Escape from Thunder Rift. $22.00

DMR2 Creature Catalog 128 pages of new & updated critters. If TSR are serious about this collection of hero-fodder then it should be competently illustrated, unlike previous attempts! $30.00

PC2 Top Ballista Allows aerial creatures to be used as new Character races. Includes a guide to the Gnome's great Flying City, the fampus Top Ballista flying squadron plus rules for airborne combat. $20.00

PC3 The Sea People Explores the kingdoms beneath the Sea of Dread, and has intelligent sea-dwelling critters as alternative player-character races. Includes campaign material, with a great map. $20.00

D&D NOVELS - $11.00 per title
Penhaligon Trilogy
1:The Tainted Sword 2: The Dragon's Tomb
3: The Fall of Magic (due Oct.)

ADVANCED DUNGEONS & DRAGONS

FANTASY A bunch of people sit around a table, scoffing junk food, screaming deliriously with every '20' rolled, and generally trying to kill everything that moves & hoarding loot! **By TSR.**

CORERULES

Player's Handbook 2nd Ed. Rules for character creation & non-weapon proficiencies, to combat resolution & treasure types, plus complete spell descriptions & schools of magic. 256 pages. $40.00

Dungeon Master's Guide 2nd Ed. Explains every necessary detail (and some that aren't) for successful campaign play, from encounters & weather, to poisons & encumbrance. 192 pages. $36.00

MC1 Monstrous Compendium Vol.1 A large binder featuring 144 pages of classic AD&D beasties. Each entry is illustrated & described in detail. Colour dividers are provided. $40.00

MC8 Creatures of the Outer Planes Features an array of powerful otherworldly entities, both lawful & evil - includes the daemons & devils that TSR were too craven to put into MC1 & MC2! $27.00

MC14 Fiend Folio Compendium Beasties from the old Fiend Folio, plus some new stuff. $22.00

MCC1 Monstrous Manual 384 page hardback book containing selected critters from MC1, MC2 & a few other sources. Some updated material plus colour illustrations. Gee thanks TSR. $55.00

Tome of Magic 2nd Ed. New forms of Wizard magic - elementalists, metamagic & wild magic; new Priest spheres - chaos, law, numbers, thought, time, war & wards! & new magic items. 192 pages $40.00

ACCESSORIES - CORE MATERIAL

Book of Artifacts 160 page hardback describing a wealth of magical items. Includes information on how to create artifacts so that megalomanic players can wield ludicrously powerful trinkets! Due Oct. $45.00

Magic Encyclopedia Vol. 1 An illustrated index of common & bizarre magic items that have appeared in books, modules and magazines over the years (both current & out of print products). $22.00

Magic Encyclopedia Vol. 2 Continues the list above; each entry includes brief description, illustration, original page ref. & GP value. Features a woman with big breasts on the cover for the boyz! $22.00

REF1 DM's Screen 2nd Ed. A 6-panel screen that contains all the important combat & encounter tables. An ideal prop behind which a devious DM can conceal maps, horde all the best bits of junk food, or cheat like hell with dice rolls! Includes a 16 page mini-adventure (for level 5-8). $16.00

REF2 Character Records 25 character sheets, 13 spell logs, plus a guide to PC-generation. $18.00

ACCESSORIES - CAMPAIGN MATERIAL

Dragon Mountain A deluxe dungeon set - deluxe can be interpreted as meaning large color maps suitable for miniatures, cardstock figures, player handouts, and endless hordes of monsters patiently waiting for a greedy bunch of treasure-hunters to bash the steamin' crap out of 'em and steal the loot! $70.00

DMGR1 Campaign Sourcebook A damn good DM's primer, highly recommended as a beginner's companion to the DMG, however a few of the articles are a bit pretentious and/or patronising. Should stop megalomanical DMs from killing your characters when you leave the room to have a piss! $30.00

DMGR2 The Castle Guide Details the feudal setting, politics, churches, social classes, taxes, Knighthoods, tournaments, types of castles, castle construction (time, cost, work seasons, etc), unusual castle designs (keeps, forts, citadels, strongholds, etc), seige warfare (mining, starvation, etc), etc. $30.00

DMGR3 Arms & Equipment Guide Comprehensive catalogue of weapons, armour and equipment for the Mediaeval period. Includes item cost and correct application, plus lots of nifty illustrations. $30.00

DMGR4 Monster Mythology Campaign details on Divine Beings & abilities, Avatars, priesthoods, and the Gods of the Demihumans (Elves, Dwarves, etc), Goblinoids (Orcs, Goblins, etc), Underdark races (the Drow, Illithids, etc), Giants, the Seas, the Skies, Scaly Folk, Dark Folk, and the Sylvan races. $30.00

DMGR5 Creative Campaigning Nifty book that covers alternative campaigns & adventure ideas, freestyle playing, handling unexpected situations (like your sister just turned Born Again, and she burns all your books 'cause their devil worship, just as Flash the Paladin was going to marry the buxom Amazon Queen and thus inherit the +5 Holy Avenger sword of Instant Decapitation!), and more - worthwhile! $30.00

HR1 Vikings 96 page sourcebook for Norse campaigns. Incudes details on Rune magic, classic monsters, Viking culture, historic back-ground, sample floorplans & longship deckplans, treasure, etc. $30.00

HR2 Charlemagne's Paladins Combines the period of Europe's Holy Roman Empire and the wars against the Saxons, but spiced liberally with rich folklore. A sturdy campaign of the dawn of chivalry. $30.00

HR3 Celts Campaign Sourcebook A rich description of a variant historic/fantasy campaign setting. Includes character gifts, part Sidhe or Fomorian characters, Heroic Feats (skills), magical plkaces, tradition-al monsters, equipment, weapons, Celtic culture & society, forts, and geographic notes. Great! $30.00

HR4 A Mighty Fortress A variant campaign set in 1550 to 1650 Europe - a time of great religious strife and civil wars, but where swashbuckling heroes could chance all for fame and fortune! $30.00

HR5 Glory of Rome Another title in this excellent series, but it too is unfortunately short, with just 96 pages of information. It is nonetheless a great start for an historic campaign setting. Due Nov. $30.00

Legends & Lore 2nd Ed. Covers the mythologies of the American Indians, Arthurian England, Aztecs, Celts, Chinese, Egyptians, Ancient Greeks, Indians, Japanese, Newfnwon (Lankmhar) & the Norsemen. Includes avatars, Clerical powers & temples. Designed for the creation of campaign deities. 192 pgs $40.00

ACCESSORIES - PLAYER'S MATERIAL

CR1 Wizard Spell Cards Features a pocket-sized card for over 400 core-rule spells, these can be used to represent spells 'memorised' by characters. Includes statistics & spell descriptions - cute! $40.00

CR2 Priest Spell Cards Same as above, but for Priest spells, obviously. With over 400 cards. $40.00

Deck of Magical Items Monty-haul campaigners rejoice! Here's a box of 432 cards, each displaying all the pertinent player information of a particular magic device - collect 'em all! Due April. $45.00

PHBR1 Complete Fighter Manual Covers character creation, warrior kits (sub-classes like Ama-zon, Barbarian, Berserker, etc), role-playing personalities, new combat rules, fighting styles, called shots, parrying, martial arts, hit locations, tournaments, new weapons, variant armor, & more! 124 pages. $30.00

PHBR2 Complete Thief Manual Includes the Code of the Professional, new proficiencies, theif kits (sub-classes like acrobat, spy, bounty hunter, etc), details on serious thieves' Guilds, new tools & weapons, the Arts of Deception, new rules (mugging, animal assistants, poisons, etc), & the Thief Campaign! $30.00

PHBR3 Complete Priest Handbook Features the basic premiss of Clerics & pantheons, complete gfor designing new faiths, sample Priesthoods (ie: Arts, Death, Fortune, Oceans, etc), Priest kits (PC sub-classes like Barbarian, Outlaw, Prophet, Scholar, etc), role-playing personalities, plus Priestly items. $30.00

PHBR4 Complete Wizard Handbook Details the role of Schools of Magic in AD&D and how to create new Schools for campaigns, Wizard kits (PC sub-classes like Academician, Mystic, Peasant Wizard, Witch, etc), role-playing personalities, combat for Wizards, unusual spell-casting conditions, spell research, Illusions, 42 new spells, helpful familiars, debilitating afflictions, fantastic materials, etc. 128 pages. $30.00

PHBR5 Complete Psionics Handbook Covers the Psionicist character class, a psionics campaign, mind-monsters, psionic combat rules, Wild Talents, plus powers for Clairsentience, Psychokinesis, Psychometabolism, Psychoportation, Telepathy, and Metapsionics! 128 pages. $30.00

PHBR6 Complete Dwarves Handbook Features 6 Dwarven Subraces, Dwarven culture & ideals, character creation, proficiencies, Dwarf kits (PC sub-classes for Warriors, Priests & Thieves), role-playing personalities, mining, new weapons & war machines, Dwarf Strongholds, and campaign play. $30.00

PHBR7 Complete Bard Handbook Has character creation, Bard kits (PC sub-classes like Gallant, Jester, Riddlemaster, Thespian, etc), dual-classed or multi-classed Bards, Dwarven Chanters, Elven Minstrels, Gnome Professors, Halfling Whistlers, new proficiencies, Bard abilities, 7 new spells, magic items, musical instruments, song types, reputations, performances, Bard Colleges, patrons, etc! $30.00

PHBR8 Complete Elves Handbook Features Elven racial variations, physical & mental attributes, stages of life, diet, music, society, rituals, Holy days, myths, funereal ceremonies, extra proficiencies, the Bladesong fighting style, archery modifications, arrow breakage, unusual equipment, new magic, artificial limbs, campaigns, PC sub-class kits (herbalist, windrider, bladesinger, ect), and more! 118 pages. $30.00

PHBR9 Complete Book of Gnomes & Halflings Further details the inventive, mechanically minded Gnomes, and their more leisure-seeking (fantasy version of a couch-potato) cousins, who have turned stealth into an art form that makes ninja look like elephants. This 128 page softcover helps to promote character development & enrich the game invironment. $30.00

PHBR10 Complete Book of Humanoids Drastically expands the racial parameters of player characters (& major NPCs) to include centaurs, giants, leprechauns, ogres, & more. Allows players to role play monsters rather than just humans, elves, dwarves, etc. $30.00

PHBR11 Complete Ranger's Handbook Will feature heaps of nifty player information, plus campaign ideas for the DM. More details will be provided when it arrives, in January 1994. $30.00

ACCESSORIES - MISCELLANEA

1993 Collector Cards Factory Set A "must for serious game players and collectors" sez TSR - seems like hardcore fanboy stuff to me! Includes 495 "investment-quality cards". Due Dec. $65.00

1994 Dragonlance & Other Worlds Calendar A selection of the year's best artwork from the TSR staff. Includes assorted bimbos, biceps popping warror-types & various critters. Due Aug. $25.00

1994 Women of Fantasy Calendar TSR's drooling entourage of artists flex their talents on this collection of generously proportioned viragoes almost wearing chainmail bikinis, etc. Due Aug. $25.00

CM1 Cardmaster Adventure Design Deck A set of 216 cards that are used to create a systematic array of encounters & plot devices for an impromptu adventure. Could be interesting, due July. $45.00

Castles Details a major castle from the Dragonlance, Forgotten Realms & Greyhawk worlds. Each is fully described in three 48 page books. Features Battlesystem rules & a mess of 25mm carboard cutouts. $50.00

GR1 Strongholds Contains lots of 25mm colour cardboard cut-out buildings - specifically an urban selection taken from FR8, WGA2, WGA3, and the Castles box set - ideal for street scenes. $38.00

GR2 Dungeons of Mystery A collection of 25mm cardstock dungeon floorplans, featuring over 40 predesigned rooms. Creates a fairly unconvincing three-dimensional environment for miniatures. $40.00

GR3 Treasure Maps Features 32 colour maps, with both a DM's & a suitably vague players' versions. A brief scenario suggestion is provided for each. Great idea - could be used with any fantasy RPG! $27.00

REF6 Rogues' Gallery A collection of ready-made NPCs, represent-ing an array of character classes and fantasy personalities, both banal and sublime. Contains 96 loose leaf, illustrated pages. $26.00

DARK SUN

DARK SUN CAMPAIGN MATERIAL

DARK SUN Welcome to Athas, a bleak desert realm where metals are scare, and magic consumes the cruel land's very essence. This excellent dark fantasy campaign world features 3 new PC races (the Muls, insectoid Thri-kreen & Half Giants), 3 new PC classes (Gladiator, Templar & Defiler), plus high ability scores, ect. Includes an adventure, and various maps. Note - requires Psionics Handbook to play! $40.00

Dragon Kings A 160 page hardback that expands character parame-ters beyond 20th level - Clerics can attain elemental form, Preservers become Avangions, and Defilers can transform into Dragons! Also covers army lists, special war vehicles (Cliff Glider, giant Undead War Beetle, etc), high-level Psionicists, Illusionist magic for Rogues, some extra monsters, over 90 new spells & psionic devotions, etc. $40.00

MC12 Dark Sun Monsters A collection of desert beasties, most of whom possess psionics. $25.00

The Ivory Triangle A box set that unleashes a grueling conflict fought between the mighty city-states of Gulg & Nibenay. The lands & populace are described in detail, with adventures. Due June. $45.00

CGR1 Complete Gladiators Handbook A 128 page sourcebook detailing the gladiator's lifestyle (or lack thereof), fighting techniques, special skills & weapons, schools, and more. $30.00

DSR1 Slave Tribes Beyond the city-states, hidden in the vast wastelands of Athas, tribes of ex-slaves roam poisoned deserts, plundering caravans & defying the savage rule of sorcerer-kings. $22.00

DSR2 Dune Trader Describes the major merchant houses of Tyr, plus the cuning Elven merchants & raiding tribes. Features a Trader character class, and details how to run a trade-based campaign. $22.00

DSR3 Veiled Alliance Describes the extensive secret societies of goodly magic-users in Athas, driven into clandestine underground

networks to protect themselves from the tyrannical sorcerer-kings. $22.00

DSR4 Valley of Dust & Fire The Sea of Silt is protected by the shrieking fury of the Great Ash Storm. Within the depths of this barren wasteland can be found the Valley of Dust & Fire where, protected by a lake of lava, is the walled city of Ur Draxa, domain of the world's most powerful dragon! $22.00

DSS1 City-State of Tyr This 96 page sourcebook delves into the secrets of Dark Sun's most powerful city-state, where bickering nobles & armies of former slaves vie for control. Due Aug. $25.00

DSS2 Earth, Air, Fire & Water Reveals the secrets of elemental magic. Includes new spells & abilities, plus the important roles clerics, druids & templars have in Dark Sun. Due Oct. $25.00

DSS3 Elves of Athas Dark Sun's breed of Elves are 7 foot tall desert savages who rule vast tracts of wasteland, and whose sense of honor & fair play is nonexistent! 96 page sourcebook, due Nov. $25.00

DARK SUN ADVENTURE MODULES

DS1 Freedom In the ancient, corrupt city of Tyr, after a century of costly slave labor, the sorcerer-king Kalak's great ziggurat is almost fully built. The most brutal arena spectacle of all will head the celebrations of this monument's completion - and rumors abound that this will signal the day of revolution! $25.00

DSM1 Black Flames An emerging dragon coerces the players into helping it ward off its many enemies as its powers begin to mature. More details later. For levels 3-5. $35.00

DSM2 Merchant House of Amketch Our entrepreneurial heroes must guide & protect a budding merchant house as it builds its reputation & assets in the free city of Tyr. For levels 6-8, due Sept. $30.00

DSM3 Marauders of Nimenay Two cities fight a war that seems without end. When the players get snared in the infinite blood-letting, only careful diplomacy can save them. For levels 5-8, due Dec. $30.00

DSQ1 Road to Urik Ancient city of Tyr is free from the evil domination of the Sorcerer-kings, but new forces threaten its independence, & the city's council seems hesitant to risk their wealth again. $25.00

DSE1 Dragon's Crown A 5-book, 2-map "super-module" wherein our heroes must traverse the continent in a desperate bid to find the secrets of the Order & stop psionics draining from Athas. $55.00

DSQ2 Arcane Shadows Preservers, the keepers of good magic, plot against the Sorcerer-kings. But the brutal King's Templars uncover the scheme & a desperate journey across the wasteland ensues. $25.00

DSQ3 Asticlian Gambit In the lush Crescent Forest resides the Queen's palace: from its dungeons come the quarry for the Red Moon Hunt - a barbaric test of lordship for the young nobles of Gulg. $25.00

DARK SUN NOVELS - $11.00 each

Prism Pentad

1: Verdant Passage 2: Crimson Legion 3: Amber Enchantress
4: Obsidian Oracle 5: Cerulean Storm (Due Sept.)

Tribe of One Trilogy

1: The Outcast (due Dec. '93) 2. Due early '94...

FORGOTTEN REALMS

FORGOTTEN REALMS BOXED SETS

Forgotten Realms Campaign Setting 2nd Ed. Updates the older version by including details on godly interventions, a Mongol invasion, the discovery of the New World, various small wars, etc. Includes four maps & new monsters. More data later. $70.00

Maztica Explore the frontier beyond the Shining Sea - a new world of Aztec & Mayan-like cultures presid-ed over by brutal, bloodthirsty gods. This vibrant, primative setting features 4 extra PC classes (Eagle Knights, Jaguar Knights, plumaweavers & hishnashapers), as well as new spells, magical items, deities, proficiencies, etc. Includes a 96 page Player's book, a 64 page DM's book, and 4 large maps. $45.00

Menzoberranzan The underrealm Drow capital, a city dedicated to the treacherous, violent servitude of the Spider Queen Lloth. Contains three books: The City (details strets & districts, customs, daily life, ect.), The Houses (describes the 18 ruling Houses, their Matron Mothers, immediate families, politics...) & The Adventure (64 page labyrinthine scenario called Menace in Menzoberranzan). There are also 4 21"x32" maps of the city, a plan of the House Baenre compound, etc! $60.00

Ruins of Undermountain The gutrock beneath Waterdeep conceals a vast honeycomb of chill caverns, lightless tunnels, & dank warrens. This is the biggest dungeon I have ever seen, encompassing four 21"x32" maps! Horribly mindless in its dimensions, but loaded with loot! $40.00

Ruins of Myth Drannor Another four-map "super-dungeon" - this convenient maze of chambers, once an Elven city, conceals a horde of monsters patiently waiting to get horribly to chopped up and have their neat piles of assorted treasures nicked. I christen thee "Son of Ruins of Undermountain". $45.00

FORGOTTEN REALMS CAMPAIGN MATERIAL

These products are references for a particular region in the Forgotten Realms. They include details on cultures, personalities, geography, hazards, economics, and settlements - colour maps are provided.

MC3 Forgotten Realms Monsters More loathsome encounter-fodder spawn for characters to chop up! "64 pages chock-full of new monsters" says the back blurb, and you can't help but agree! $20.00

MC11 FR Monstrous Appendix Another bunch of new critters from the Forgotten Realms. $22.00

FR7 Hall of Heroes Complete personal histories & game statistics for all the major characters introduced in all the Forgotten Realms novels. Includes magic and non-human source material. $22.00

FR8 Cities of Mystery Contains 12 street maps and thirty-three 25mm card-stock buildings. $35.00

FR9 The Bloodstone Lands Details the wild barbaric kingdoms of Vaasa and Damara - proud and haughty nations that were hacked from frozen rock and forged in the blood of conquest. $20.00

FR11 Dwarves Deep Dwarven sourcebook covering spells of earth & fire, rare magical items, Dwarven runes, clans & priesthoods, the adventuring brotherhoods, Dwarven half-breeds, powerful High Old Ones, special metals & alloys, the lore of beards, the Great Rift, the Deeps, the Lost Kingdoms, and more! $20.00

FR12 Horde Campaign A 64 page overview of the Empires War, concentrating on the warriors from all the major engagements - detailing their formations, history, costumes, tactics, etc. $25.00

FR13 Anauroch A complete overview of the great sprawling desert of Anaurich - including campaign material on the ancient empires that despise the mannish nations, and whose power is waning. $20.00

FR14 Great Glacier Describes the nomadic Ulutiun tribes, the sun-bathing arctic Dwarves, hardy sled-creatures, unique monsters, how characters can survive in a sub-zero environment, & much more. $22.00

FR15 Gold & Glory A compendium of the mercenary companies from the Forgotten Realms, from the religious Flaming Fist to pirates, non-human groups, etc. Includes colour plates & maps. $25.00

FR16 The Shining South Describes a series of new countries & cultures, including the magical kingdom of Halruaa and the Halfling nation of Lurien. 96 pages. More details later. $22.00

FRS1 The Dalelands Describes the heartlands of the Forgotten Realms, comfortable refuge for many unique characters (such as Elminster), and an ideal home base for characters. Due Nov. $22.00

FOR1 Draconomicon 128 page Dragon reference. Includes psychology, magicks, treasures, traps, tricks, etc. Features Dragon roleplay in campaigns, and a colection of mini adventures. $30.00

FOR2 The Drow of Underdark 128 page sourcebook that reveals everything known about the men-acing Drow Elves - their dark magicks, unique weapons, violent matriarchal culture, evil gods, etc. $30.00

FOR3 Pirates of the Fallen Star Includes details on character-pirates, the Pirate Isles, the Inner Sea nations, ship types, sea combat & movement, plus an adventure & glossary. 128 pages. $33.00

FOR4 Code of the Harpers 128 page guide to a secret society of adventurers & various authorities dedicated to the eradication of evil. Includes notes on character members. Due Sept. $35.00

Forgotten Realms Atlas A 176 page book that features the Eastern Realms, the Hordelands, the Moonshaes, Icewind Dale, major cities, and places of interest (like Corwell Keep & Denlor's Tower). $35.00

Forgotten Realms Adventure Book 160 page sourcebook covering the Forgotten Realms in the Post-Avatar era, specialty Priest, the Realm's 32 major dieties, elemental & beast cults, schools of magic, magic sigils, 81 spells of the Realms, 24 Heartland cities (with maps), social titles, secret societies (the Harpers, the Zhentarim & Red Wizards of Thay), unique treasures, the use of firearms, and more! $40.00

PG2 Player's Guide to the Forgotten Reelms A 128 page tour of the nations and inhabitants of this popular campaign world. More details when this product arrives down under. Due Dec. $35.00

Aurora's Whole Realms Catalog A 160 page illustrated catalogue of adventurer's equipment & general supplies - everything from Drow swimsuits & pungent cheeses, to lock picks & lanterns. $16.00

Volo's Guide to Waterdeep A B4-sized guide to the City of Splendors - 240 pages covering ghostly sightings, undiscovered treasures, bizarre menus, romantic sites, shops, taverns, craftsmen, etc. Includes floorplans & a colour fold-out map. An ideal companion for prolonged campaign play. $20.00

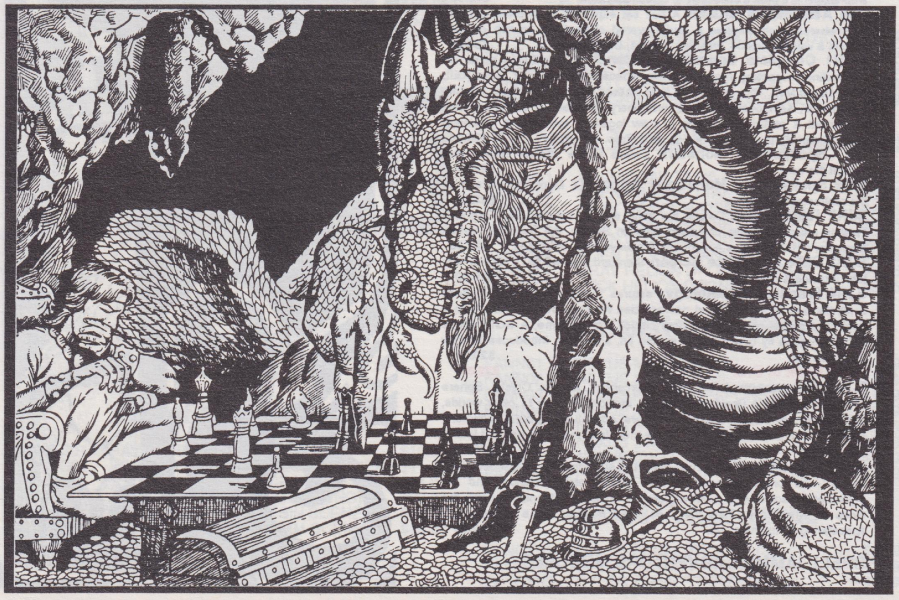
Volvo's Guide to the North Our wandering tourist takes us to Neverwinter, Silverymoon, the Icewind Dales, Hellgate Keep, etc. Includes a gastronomic guide, an introduction to rulers & other NPCs, city descriptions, plot complications, adventure hooks, etc. 240 pages, B4 format. Due Dec. $22.00

FORGOTTEN REALMS ADVENTURE MODULES

FMA1 Fires of Zatal A reborn God of War thirsts for blood and conquest. This megalomanical bad-ass can only be stopped by trekking thru the Maztica jungle and completely destroying a volcano! $20.00

FMA2 Endless Armies An ancient lost city conceals a deadly secret held safe by an army of giant ants, and other inhuman guardians. Now a cultist leader wants her followers to occupy the ruins. $13.00

FMQ1 City of Gold Like flies to doggy-do, a cursed city rumored to be wallowing in gold pique the insatiable avarice of adventurers intent on plunder. Includes a new character race & Fetish magic! $22.00



FMQ2 Doom of Daggerdale An uncovered crypt of a forgotten mage-lord holds the valley of Daggerdale in its thrall. Due Oct. $15.00

FRA1 Storm Riders For use with the Horde boxed set. Our lucky characters must discover the where-abouts of a feisty Mongol princess, who was unfortunately kidnapped by horse-soldiers belonging to a vast barbarian army intent on invasion! Brute strength alone will not suffice to solve this adventure. $18.00

FRA2 The Black Courser The search for the princess must continue, despite distractions from a mysterious magical black stalion, devious assassins, and fierce nomadic horsemen. Sounds fun! $18.00

FRA3 Blood Charge Both the magical black stalion and the elusive princess have been captured by the barbarian horde - stealth & guile are the keys to success, so what are adventurers doing here? $18.00

FRM1 The Jungles of Chult Shipwrecked adventurers must trek thru a mysterious jungle realm where reside tribes of elusive hunters & shambling dinosaurs. For levels 5-8. $22.00

FRQ1 Haunted Halls of Eveningstar A beginner's module that explores the old Realms north of Cormyr - a desolate region renown for its terrifying ghosts, and ancient crypts filled with royal loot! $15.00

FRQ2 Hordes of Dragonspear The ruins of ancient Dragonspear Castle conceals a portal to the sinister planes, from which now roam a growing army of fiendish monsters to terrorise the locals! $15.00

FRQ3 Doom of Daggervale A party of novice adventurers must save Daggervale valley from the terrors unleashed by a mage-lord's ancient crypt. Due Oct. Introductory module for levels 1-3. $16.00

FORGOTTEN REALMS NOVELS - $11.00 each title

The Moonshae Trilogy

1: Darkwalker on Moonshae 2: Black Wizards 3: Darkwell

Finder's Stone Trilogy

1: Azure Bonds 2: The Wyvern's Spur 3: Song of the Saurials

Icewind Dale Trilogy

1: The Crystal Shard 2: Streams of Silver 3: The Halfling's Gem

Avatar Trilogy + 1

1: Shadowdale 2: Tantras 3 : Waterdeep 4: Prince of Lies * (due Aug.)
* Continues the saga of the Avatar Trilogy characters.

The Dark Elf Trilogy

1: Homeland 2 : Exile 3: Sojourn

Another Dark Elf Trilogy

1: The Legacy (softcover Oct.) - $12.00 2: Starless Night (hardback due Oct.) - $35.00

Maztica Trilogy

1: Ironhelm 2: Viperhand 3: Feathered Dragon

Empires Trilogy

1: Horselords 2: Dragonwall 3: Crusade

Harpers Series 7 INDEPENDENT TITLES

1: The Parched Sea 2: Elfshadow 3: Red Magic 4 : The Night Parade
5: The Ring of Winter 6: Crypt of the Shadow King
7: Soldiers of Ice (Due Dec.)

The Druidhome Trilogy

1 : Prophet of Moonshae 2 : The Coral Kingdom 3: The Druid Queen

The Cleric Quintet

1: Canticle 2 : In Sylvan Shadows 3: Night Masks 4: Fallen Fortress

Heroes of Phlan 3

1: Pool of Radiance 2: Pools of Darkness 3: Pool of Twilight (due Nov.)

Miscellaneous Books

1: Spellfire 2: Realms of Valor *
* An anthology of short stories featuring Drizzt, Elminster, etc.

DRAGONLANCE

DRAGONLANCE CAMPAIGN MATERIAL

An epic campaign of a terrible war and the righteous struggle against evil set in the magical land of Krynn. This series builds upon the exploits of the players, as they create the valorous deeds of a small band of heroes whose difficult quest ends in a climactic confrontation that will decide the fate of an entire continent.

Tales of the Lance A complete campaign package for the world of Krynn. Includes a 176 page book (covering history, geography, races, character classes, dieties, monsters, artifacts, and more), a 4-panel DM's Screen, a deck of Talis cards, NPC data cards, and lots of maps (ruins, towers, crypts, etc). $35.00

MC4 Dragonlance Monsters Includes another D-Ring binder (for storing Vols. #4-7), 4 dividers and 96 pages of creature information from the Dragonlance campaign - a good blend of monsters. $35.00

Dragonlance Adventures 128 page sourcebook featuring details on the Krynn pantheon, plus stats 'n' facts on the unique races & creatures that populate the land. Also includes the history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia & the Wizards of High Sorcery. Great value! $20.00

Atlas of the Dragonlance World 168 pages of maps & history - from continents to buried city ruins, including The Cursed Lands, the Inn of the Last Home, pre & post-catclysm Istar, and much more! $33.00

Dwarven Kingdoms of Krynn A box set exploring the history, legends & society of various Dwarven enclaves; from mountain keeps, to hill communities and cavern complexes. Due Nov. $45.00

PG1 Player's Guide to the Dragonlance Campaign 128 page guide to the geography of Krynn and the history of the Dragonlance Saga. More details later. Due Aug. $35.00

DLR1 Otherlands Details the 'lost' lands of Krynn: Watermere: undersea home of the reclusive Dargonesti sea elves; Silesia: a jungle island dominated by a mountain range wherein dwell the Gods; and Chorane: an underground nation beneath Krynn's south pole being torn apart by civil war. 96 pages $20.00

DLR2 Taladas - The Minotaurs Explores the brutish, honor-bound minotaur society of Taladas. Covers origin myths, bureaucratic organisations, military strategies, magic-users, and philosophies. $20.00

DLR3 Unsung Heroes An illustrated personal & statistical description of all the major personalities from the Dragonlance novels & modules. Ideal source of NPCs for campaign play. $20.00

Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have decided to reprint this nongamer's reference book - 256 pages of short stories, maps, recipes, songs, legends and other esoteric tidbits to tempt the truly dedicated! Due Nov. $40.00

DRAGONLANCE ADVENTURE MODULES

DLC2 Dragonlance Classics Vol. 2 This 128 opage module replaces DL6, DL7, DL8 & DL9. Our heroes journey to haunted Ergoth Island, populated by Elven refuges. Their next stop is at the High Clerist's Tower where, with bickering Solamnic Knights as allies, they must defeat a Draconian army. Finally they must sneak into the Dark Queen's realm to save the Good Dragons from a hideous fate! $33.00

DL10 Dragons of Dreams Silvanesti, the ancient Elven homeland once fabled for its serene beauty, has been twisted into a realm of horror by the sinister forces, forcing the the Elves to flee in terror! $12.00

DL11 Dragons of Glory Recreates the entire Dragonlance campaign in a moderate complexity board-wargame. Components include two 32"x21" colour maps of Ansalon, 340 counters representing the armies of Whitestone and the evil Dragonlord, multiple scenarios, and a comprehensive history. $40.00

DL12 Dragons of Faith Trapped behind enemy territory, the PCs evade the Highlord's armies whilst searching for a man bearing a strange marking, as he is deemed crucial to the Dark Queen's defeat! $20.00

DL13 Dragons of Truth The evil Dragon Empire and noble Whitestone's desperate forces prepare for a final titanic confrontation. But ultimate victory rests with a small band of heroes who must infiltrate the Dark Queen's inner Temple, evade Draconian sentries, and slay her before she summons help! $16.00

DL14 Dragons of Triumph With Krynn's fate in the balance, our heroes face their ultimate test as they battle the Queen of Darkness! Features six different endings to keep the players guessing! $20.00

DL16 The World of Krynn Four adventures: Explore Dargaard Keep, Lord Soth's vast & perilous lair. Journey into the volcanic lair of a dragon who threatens the city of Palanthus. Run a merry chase over hill & heath in search of a lost boy. Travel to far-away Mithas to save a race of bird-men from minotaurs. $18.00

DLA1 Dragon Dawn Set in the continent of Taladas - Good Dragons of this land are being slain by a powerful entity intent on promoting the spread of evil. 'Old World' heroes must come to the rescue. $18.00

DLA2 Dragon Knight The heroes must infiltrate a brotherhood of bounty hunters who are slaying the Dragons, discover who the master of these villains is, and then beat the absolute crap out of him! $18.00

DLA3 Dragon's Rest The lucky players must resolve a war between fierce Minotaur clans - to do this they get suckered into hunting down and destroying the enemies of both the clans! What the hell this has got to do with DLA1 & DLA2 - I thought these modules had to be chronologically linked? $18.00

DLQ1 Knight's Sword Introductory adventure for the Tales of the Lance box set - eager candidates for the Knights of Solamnia must track down Sturm Brightblade's sword stolen from his crypt. $15.00

DLQ2 Flint's Axe Introductory adventure where the characters join a search for Flint Fireforge's magical battleaxe, destroyed in combat against evil Dwarves, but now rumored to be in Hillhome. $15.00

DLS1 New Beginnings Includes a step-by-step character creation for beginners, tips on equipment (big swords are good fun!), roleplaying skills, an adventure set in Taladas, plus a spunky cover. $15.00

DLS2 Tree Lords The Silvanesti Elves return to their homeland, verdant woods now turned barren & twisted by Lorac's Orb of Dragonkind. Includes a new character class - the Kirath (Elven Scouts). $15.00

DLS3 Oak Lords The Speaker of Suns from the elusive Qualinesti is kidnapped by Goblins. $13.00

DLS4 Wild Elves A prophet delivers the Kagonesti Wild Elves from bondage. They flee their cruel cousins and resettle in the Valley of Silences, where a more sinister servitude may ensnare them! $20.00

DLT1 New Tales - The Land Reborn A series of post-DL Saga adventures - highlights include Tika's quest for her missing dad, the struggling romance between Tanis & Laurana, Goldmoon's return to Que-Shu, and more. Seems like the AD&D version of Mills & Boon! For levels 6-16. Due Aug. $25.00

DLT2 Book of Lairs This is a 96 page collection of short adventures designed to be played in a single evening, catering for all PC levels. Could be good, due Jan. 1994. $25.00

DRAGONLANCE NOVELS - $11.00 each

Dragonlance Chronicles
1: Dragons of Autumn Twilight 2 : Dragons of Winter Night
3: Dragons of Spring Dawning.

Dragonlance Legends
1: Time of the Twins 2: War of the Twins 3: Test of the Twins

Dragonlance Tales
1: The Magic of Krynn 2: Kenders, Gully Dwarves & Gnomes
3: Love and War

Dragonlance Tales II
1: The Reign of Istar 2: The Cataclysm 3 : The War of the Lance

DL Saga Heroes
1: The Legend of Huma 2 : Stormblade 3 : Weasel's Luck

DL Saga Heroes II
1: Kaz the Minotaur 2 : The Gates of Thorbardin 3: Galen Beknighted

DL Saga Preludes
1: Darkness & Light 2: Kendermore 3: Brothers Majere

DL Saga Preludes II
1: Riverwind the Plainsman 2: Flint the King 3: Tanis - the Shadow Years.

DL Saga Villains
1: Before the Mask 2: The Black Wing (due Sept.)
3: Emperor of Ansalon (due Dec.)

Elven Nations Trilogy
1: Firstborn 2: The kinslayer Wars 3 : The Qualinesti

Dwarven Nations Trilogy
1: Covenant of the Forge 2: Hammer & Axe
3: The Swordsheath Scroll (due Jan. 1994)

Meetings Sextet
1: Kindred Spirits 2: Wanderlust 3 : Dark Heart 4: The Oath & the Measure
5: Steel and Stone 6: The Companions

GREYHAWK

GREYHAWK CAMPAIGN MATERIAL

City of Greyhawk One of the best fantasy cities made! This set includes a 96 page guide to Grey-hawk's capital, a 96 page catalogue of the populace, four great 21"x32" colour maps (depicting a strategic area map, an itemised DM's map, a DM's secret-passages map, and a terrific isometric players map), and 23 mini-scenario cards situated in this superbly detailed urban environment. Great! $36.00

From the Ashes Boxed supplement exploring Greyhawk after the wars - describing the new political boundaries, alliances, forces, ect. With 2 maps & two 96 page books, more details next catalogue. $45.00

Greyhawk Wars For details refer to the Fantasy Wargames section of this catalogue. $45.00

MC5 Greyhawk Monsters 64 pages of beasts from the Greyhawk (& Fiend Folio) campaign. $18.00

WGR4 Merklands 96 page sourcebook on Furyondy, Nyrond, the Highfolk & Vesve Forest - all goodly nations battered by the Greyhawk Wars, beset by internal strife, & bullied by evil neighbours. $22.00

GREYHAWK ADVENTURE MODULES

T1-4 Temple of Elemental Evil Here we have a mega-dungeon of such grandiose proportions, such monstrous dimensions, that it is guaranteed to take 1st level characters all the way up to the dizzy heights of 8th level! This is real ROLL-playing in all its portal-kicking, monster bashing & coin-counting glory! $35.00

WG8 Fate of Istus A dread plague has enveloped Greyhawk, a party of adventurers must travel the length & breadth of the land seeking an explanation & a cure. This is no ordinary plague, but one that seems like a punishment (or a test) meted out by some greater power. $22.00

WG9 Gargoyle Two gargoyles have their wings stolen in their sleep! In desperation they employ a group of heartily amused adventurers to help them recover these vital pinions. For levels 1 to 4. $12.00

WG10 Child's Play A very funny beginner's module. The Queen of Rhesdain's reign is being usurped by young nobles. To stop them she needs to find her great-grandfather's tomb, whose location only her grandmother knows about, but she's become a recluse. The Queen's champion, who is a reputable Ranger, would be able to track the Queen's grandmother down, be he's disappeared as well. I'm confused! $12.00

WG11 Puppets The characters start by beating up an evil Leprechaun in Gnarley Wood, then they move on to the Free City of Dyvers, where a series of strange burglaries are plaguing the populace. $12.00

WGA1 Falcon's Revenge A plot to revive an ancient, evil cult is discovered. But the temple's location remains a mystery. A maze of clues, scattered throughout the City of Greyhawk, will provide hints for its eventual discovery, and subsequent destruction. Includes 25mm cardstock buildings. $18.00

WGM1 Border Watch The battered nations of Nyrond & Furyondy stuggle to maintain their frontiers as armies of humanoids conduct frequent raids from the north. For levels 1-3, due Aug. $16.00

WGS2 Howl fom the North The Blades of Corusk must be returned to the forges of a nothern city ruin where they were originally forged, despite some aggravated attention from an barbarian horde! $20.00

WGQ1 Patriots of Ulek Adventurers are needed to defend the Principality of Ulek from a despot's massed humanoid horde, and to unravel a simmering conspiracy. Lots of fighting, for levels 1 to 4. $15.00

WGR2 Treasures of Greyhawk A 96 page anthology of 14 mini-adventures, both urban and wilderness based. For levels 4 to 18. Ideal for a pleasant evening of plunder and violence. $22.00

WGR3 Rary the Traitor Rary of the Circle of Eight, corrupted by the ways of evil, slew 2 of his fellow mages and fled to a desert fortress in the desolate Brass Hills, where he now plots further strife. $20.00

WGR5 Iuz the Evil Explores Iuz the Old's empire built on terror & conquest. Includes details on his fiendish armies, the lands under his rule, the vast dungeons beneath Dorakaa, etc. $25.00

WGR6 The City of Skulls A stealthy band of adventurers must traverse the evil empire of Iuz, venture into the dark streets of the capital city Dorakaa and infiltrate the palace within. $22.00

SPELLJAMMER

SPELLJAMMER CAMPAIGN MATERIAL

"AD&D in space?" we thought, "What a crock of kobold droppings!" We were wrong. Firstly it links all the disparate campaigns into one universe; and secondly it's an ideal break from the normal hack 'n slash.

SPELLJAMMER Wildspace - a multi-hued ocean speckled with a multitude of diverse worlds, each a lure to brave merchants, pirates and adventurers intent on exploration, and a bit of exploitation! Includes campaign details, lots of strange vessels, the spacefaring races, new monsters, 3 of the known spheres (solar systems), spells, combat, etc. Contains two books (both 96 pages) and four 21"x32" maps. $40.00

Legend of Spelljammer Explores the awesome Queen of Wildspace - a living city-ship of truly heroic proportions where a multitude of spacefaring races form interactive cliques. This is a majestic encounter for jaded adventurers. Details structure, personalities, abilities & secrets. With two 32"x21" floorplans. $45.00

War Captain's Companion Tactical ship to ship combat rules with a War Captain's Guide (new charactls, magical items, ship design, war fleets & shipyard bases), a Ship Recognition Manual (detailing 99 types of vessel), a Combat rulebook (covering ramming, boarding, magic use, debris, heroes, monsters, etc), two 21"x32" starmaps, a comparative ship-size chart, plus a collection of colour counters. $45.00

The Astromundi Cluster A box set exploring an endless asteroid field wherein high empires & undiscovered civilisations flourish on lush moons & warped worlds. Includes 2 maps. Due Aug. $50.00

CGR1 Complete Spacefarer's Handbook Includes notes on Groundling characters in space, 9 new spacefaring character races (Giff, Scro, Lizard Men, ect), 20 PC kits (sub-classes such as merchant, marine, astronomer, astrologer, diplomat, missionary, privateer, & salvager), new equipment & proficiencies, ship & crew logistics, spacefaring organisations, campaign play, castle design, and more. 128 pgs. $30.00

MC7 Spelljammer Monsters Details all the strange critters that inhabit the void. $18.00

MC9 Spelljammer Monstrous Appendix More monsters from the realms of Wildspace. $22.00

SJR2 Realmspace Details the solar system wherein the Forgotten Realms reside. Includes campaign data on Selune, the Beholder planet, Elminster's Hideout, plus adventures & new vessels. 96 pages. $22.00

SJR3 DM's Reference Screen Standard 3-panel DM's screen with lots of tables & charts. $18.00

SJR4 Practical Planetology Features 15 unique planets, all exotic & mysterious, including island necrocracies where undead nations from a destroyed planet reside, an Efreeti city of eternal flame, a world where Mithril Dragons fly over lakes of molten tin, and more. Introduces 10 new monsters too. $20.00

SJR5 Rock of Bral $22.00

SJR6 Greyspace A 96 page sourcebook for the Crystal Sphere wherein Oerth (AKA Greyhawk) resides, includes data on 11 other worlds, spacefaring companies, starborn peddlers, adventuring groups, explorers' societies, interplanetary pirates, 3 new monsters, magic items, and lots of silly quotes! $22.00

SJR7 Krynnspace On Krynn the art of spelljamming is just beginning to stir - for brave adventurers new worlds, stellar islands, and the mysterious black clouds await exploration. Includes adventure hooks, the Gods of Krynspace, Tiker Gnomes, new magical items & monsters, spacefaring companies, etc. $22.00

SPELLJAMMER ADVENTURE MODULES

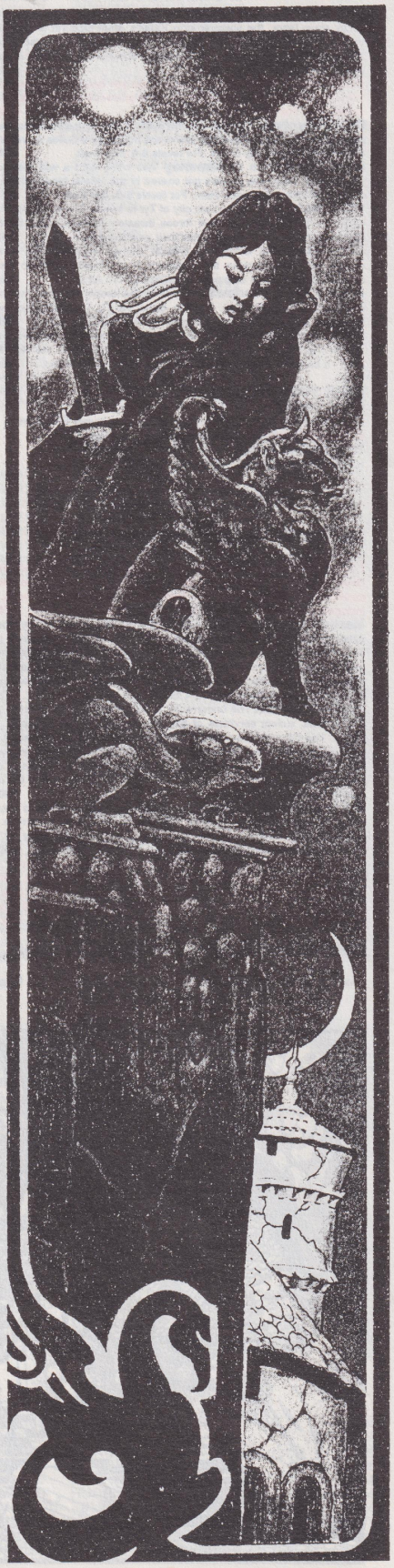
SJA1 Wildspace The kingdom is free of marauding monsters, despotic dragons & evil enchanters - the heroes responsible for this slice of utopia are VERY bored indeed! Until an anchor suddenly falls on the town square, its heavy chain mysteriously leading skyward. Welcome to the Skyrunner... $18.00

SJA2 Skull & Crossbones The players become bounty hunters, with letters of marque from their liege they go in search of pirates - along the way meeting Thri-kreen crusaders, Illithids, Drow, etc. $18.00

SJA3 Crystal Spheres The characters, rescuing a vessel from pirates, uncover a supernatural force that suddenly propels them into a war against darkness that involves 4 unique crystal spheres. $18.00

SJA4 Under the Dark Fist A n intergalactic war is unleashed - 12 spheres of Emperor Vulkaran the Dark prepare to invade the realms of Greyspace, Krynspace & Realmspace. For levels 10 to 14. $20.00

SJQ1 Heart of the Enemy Set in the 2nd Unhuman War - an advanced race of Orcs called the Scro have discovered a weapon of awesome destruction (shades of Death Star folks), but the key to unlocking its power is missing. A party of adventurers are hired by Elves



to find the key before the evil Scro do. $22.00
SJR1 Lost Ships A collection of short adventures featuring drifting derelicts, enigmas built by long-dead races, etc. Includes new monsters, spells & rules, plus extra vessels & equipment. 96 pages. $20.00
SJR8 Space Lairs An entertaining selection of encounters & lairs for Spelljamming campaigns, each of these mini-adventures can be slotted into existing adventures. Good value. Due June. $22.00
SJS1 Goblin's Return A millennia ago a Goblinoid empire ruled the Crystal Spheres. Now with the aid of ogre legions and a powerful magical entity the war for control of Wildspace begins anew. $20.00

Spelljammer Novels - $11.00 each title
Cloakmaster Cycle
1: Beyond the Moons 2: Into the Void 3: The Maelstrom's Eye
4: The Radiant Dragon 5: The Brokem Sphere (due May)
6: The Ultimate Helm (due Sept.)

LANKHMAR

City of Lankhmar 2nd Ed. City abode to thieves and adventurers; the home to Fafhed & the Gray Mouser. This new 160 page book describes a major metropolis that is suitable for any game world - ideal for urban campaigns. Includes details for Lankhmar character generation. Due Nov. $40.00
LNA1 Thieves of Lankhmar A definitive sourcebook of the Lankhmar thieves' Guild - includes details on operations, the principal officers & members, a shady history, and its hidden agendas. $22.00
LNA2 Nehwon An unscrupulous sorcerer needs a party of gullible cannon-fodder, er... he means heroic fighter-types, to represent him in a grueling quest-contest that occurs only once every 140 years! $22.00
LNA3 Prince of Lankhmar A mission to escort the Prince of Lankhmar from his school in Ilthmar meets with disaster when he is kidnapped and held for ransom, and his father is not impressed! $20.00
LNR1 Wonders of Lankhmar Fourty-seven one-to-two page mini-adventures that can be used in any urban environment, Lankhmar or otherwise. Includes a short list of new spells and monsters $18.00
LNR2 Tales of Lankhmar Entertaining compendium of 7 adventures - from the ale-rooms of the Silver Eel, to the labyrinth of sewers and dangerous alleys of Lankhma alleys. For levels 3 to 10. $20.00
LNQ1 Slayers of Lankhmar Describes the Slayer's Guild, a secret mercenary organisation. This title hasn't been released at the time of typing, so I can't describe it until the next catalogue. $20.00

RAVENLOFT

RAVENLOFT CAMPAIGN MATERIAL

Ravenloft A fantasy campaign setting with rich overtones of horror. This box set includes a 144 page rulebook (covering the Demiplane of Dread, redesigned character classes, Fear & Horror checks, Werebeasts, Vampires, curses, gypsies, fortune-telling, altered spells, magic items, the lands & islands of teror, the Dark Lords, bloodlines, Dm's guidelines & new momsters), four 21"x32" maps, etc. $40.00
MC10 Ravenloft Monsters Describes a host of foul creatures from the fantasy-horror genre. $22.00
MC16 Ravenloft Appendix More campaign critters, including unique ubdead. Due Dec. $25.00
Forbidden Lore Covers psionics, madness, sciences & devotions, new spells & magical lore, expand-ed rules for curses with campaign notes, the role of secret societies, details on the Vistani - the masters of prophecy & fortune telling, and more. Includes a deck of fortune-telling cards & sets of runic dice! $45.00
RR1 Darklords This 96 page accessory introduces 16 powerful Dark Lords to your campaign, describ-ing in detail their history, domain or demesne, special abilities, and spectacular powers. $22.00
RR3 Vampires Comprehensive sourcebook on these powerful immortals - details their origins, powers & salient abilities, weaknesses, feeding & sleeping habits, relationships, psychology, ego, etc. $22.00
RR4 Islands of Terror Features 9 exotic islands whose lords are as malevolent as Ravenloft's core Darklords, from the bestial desires of the Hive Queen, to a once virtuous lady now fallen from grace. $22.00
RR5 Van Richten's Guide to Ghosts Sourcebook on the incorporeal undead, including hunting techniques, origins, the passions that draw them the grave, extraordinary powers, weaknesses, etc. $22.00
RR6 Van Richten's Guide to the Lich Crazy Van Richten delves into the secrets of the lich, formidable undead lords whose obscene powers are the ultimate bane of all experience-greedy characters! $25.00
RR7 Van Richten's Guide to Werebeasts Dr. Rudolph brings his sanity into question again by researching the shifting shadowworld of lycanthropes. Due Aug. $25.00

RAVENLOFT ADVENTURE MODULES

Castle Forlorn A "super-module" that allows the players to get lost in the labyrinthine rooms & corridors of Ravenloft's most terrifying locale. Includes richly detailed 3-D maps. Due Oct. $45.00
RA1Feast of Goblyns A horde of pugnacious Goblins invade a Vampire's demesne - in exchange for some magical trinkets the readily agreeable characters are asked to dispose of the little buggers. $20.00
RA2 Ship of Horror From the mists comes a haunted ship whose cursed captain takes the players to the realm of Ravenloft, on an island where a necromancer has created a new breed of undead. $20.00
RM1 Roots of Evil The master vampireStrahd Von Zarovich faces the final apocalyptic showdown with Azalin the lich (from RQ3). Includes a return to Castle Ravenloft. For levels 8-12. $25.00
RM2 The Created By day a mad puppeteer sells his wares in his humble toyshop, but at night his horrific doll golems stalk the streets to pursue their evil tasks. For levels 5-8. $16.00
RM3 Web of Illusions Adventure in Sri Raji, an East Indian land of jungles, mysterious temples and the ancient rakshasa - evil masters of illusion & shapeshifting. For levels 8-12. $22.00
RM4 House of Strahd A second edition reprint of the classic RAVENLOFT module, this 64 page book features a tougher villain, new plot twists & expanded details. For levels 9-12, due Sept. $22.00
RM5 Dark of the Moon A 64 page werewolf adventure for levels 5-8. TSR have neglected to provide any plot comments, but they did say "Werewolves are hot", thank's TSR! Due Jan. '94 $22.00
RQ1 Night of the Walking Dead Set in a zombie-infested swampland, players must unravel the mystery behind a string of murders & disappearances in a village plagued by ambulant undead. $13.00
RQ2 Thoughts of Darkness Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an "ilithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. $20.00
RQ3 From the Shadows An lich lord prepares for the coming of the grand conjunction, when the lands of Ravenloft merge with the realms of man, and great powers come within its reach. $20.00
RR2 Book of Crypts 9 short adventures describing dens of death irresistible to adventurers intent on plunder, but most often than not a dank hole wherein characters get their greedy butts kicked! $22.00

RAVENLOFT NOVELS - $11.00 each
The Ravenloft Series
1: Knight of the Black Rose 2 : Dance of the Dead 3 : Heart of Midnight
4: Tapestry of Dark Souls 5: Carnival of Fear
Ravenloft Series Hardback
1: I,Strahd (due Sept.) - $35.00

AL-QADIM

Ancient Persia, a classic matinee campaign setting that's ideal for jaded players, bringing to vivid life classic elements of high fantasy - flying carpets, sphinxes, genies, pharaohs, sultans, and much more.
Al-Qadim Arabian Adventures 160 page sourcebook describing the land of Zakhara, the people's virtues (honor, family, purity, hospitality, etc), character creation, 20 new PC class 'kits' (corsairs, mystic clerics, etc), proficiencies (begging, display weapon prowess, Genie lore, grooming, etc), desert survival, Calling Upon Fate, The Evil Eye, Sha'ir abilities (Genie magic), elemental province spells, & more! $38.00
Al-Qadin: Land of Fate A box set with further campaign details. Describes geographic features, township life, attire, marrage, slavery, life in the desert, blood fueds, Sheikhs, attire & vanity, camels, 12 tribes of the High Desert & Haunted Lands, local deities, the Savage Gods, 27 (!) cities, legends, the calendar, the law, local secrets, magical items, and much more! Includes four 21"x32" colour maps. $40.00
MC13 Al-Qadim Monsters Includes clasic beasties like genies, rocs, pegasi, & sphinxes. $22.00
City of Delights A box set that reveals the desert metropolis of Medina Al-Huzuz; delve into the exalted intrigues of the Caliph's court & harem, or explore the more mundane streets where merchants & beggars mingle. Incudes maps of the city & the sprawling palace. $50.00
ALQ1 Golden Voyages A mini-campaign on the Crowded Sea, inspired by the tales of Sinbad! Includes an assortment of exotic adventures set in different locations (both at sea & on land), new rules on sailing, new monsters, notes on tribes & geography, an Al-Qadin DM's Screen. plus a 21"x32" map. $38.00
ALQ2 Assassin Mountain A DM's guide to the secrets & objectives of the fanatical Assassins of Zakhara, including methods, tools, organisation. etc. Features an adventure, a stronghold map, etc. $40.00
ALQ3 A Dozen & One Adventures A nifty collection of short adventures designed for levels 2-10. Includes new monsters, player handouts & a big map. $40.00
ALQ4 Secrets of the Lamp A sourcepack on genies - details their organisation, noble genie lords & their magical estates (ie: the City of Brass), powers , monsters, adventures, etc. Due Nov. $40.00

MISCELLANEOUS MODULES

GA1 The Murky Deep A cursed cabinet reveals the secrets of an ancient city, undiscovered for centuries, and haunted by the doomed shades of its former inhabitants. For levels 5-8. $15.00
GA2 Swamplight A precious family heirloom has been stolen from a Baron's castle - the culprit's tracks lead deep into the murky depths of a sprawling realm of swamp. For levesl 7-10. $16.00
GA3 Tales of Enchantment A faerie princess has fled her oppressive parents & seeks refuge in the realm of humans, thus triggering a diplomatic nightmare for the PCs. For levels 4-9. Due Sept. $16.00
HHQ1 Fighter's Challenge Sturmheim was a thriving trade town, until a caravan laden with gold dis-appeared and ruined the settlement financially. An adventure for 1 DM & 1 player (2-4 level fighter). $15.00
HHQ2 Wizard's Challenge A prosperous Wizard's guild is in decline after important members were mysteriously killed, those that survived are now threatened. For 1 DM & 1 player (2-5 level Wizard). $15.00
HHQ3 Thief's challenge The river Thadysh is being terrorised by a masked bandit, the local thieves' guild wants to know who's responsible! A special adventure for a single, clever Thief of levels 2-4. $15.00
HHQ4 Cleric's Challenge In the town of Pommeville terrifying apparitions prowl the shadows, while corpses tear themselves free of their earthly bonds and walk again! Foe a level 1-4 Cleric. Due Oct. $16.00
REF3 The Book of Lairs 61 very short adventures, perfect scenarios for any environment. $27.00

EARTHDAWN

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game *could* be about the origins of the *ShadowRun* world, revealing the races before magic was locked away. Stay tuned for more details... **By FASA.**

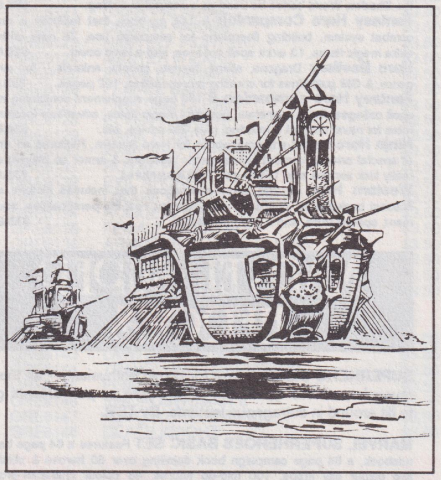
EARTHDAWN A 300 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 32 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Due late August. $60.00
Earthdawn GM Pack GM Screen, sheets of treasure cards, a booklet featuring a full length adventure, & campaign guidelines. Due Sep. $25.00
The Mists of Betrayal When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the very heart of Barsaive. Due Oct. $16.50

EARTHDAWN NOVELS - $10.00 each
1. The Longing Ring (Due Oct)
Young, mute, rejected by his village, J'role sets out to discover what remains of the world after the scourge, and finds out things are a mess.

ELRIC

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. **By Chaosium.**

Elric! A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. Due August. $24.95
Castle Of Eyes Novel Okay, so this is not actually Elric, but it is a dark fantasy novel. Not only that, it was written by Penelope Love, a Melbourne author who explored her plot by first running it as a Stormbringer Campaign. The novel is about a woman who wakes to find herself in a strange castle, suffering from total amnesia. The rest of the book is somewhat claustrophobic as she tries to find out who she is and what happened to land her here. US fantasy author Katherine Kerr describes the novel as "fascinating all the way through." $24.95
Elric Screen 6 panel screen & 8 page adventure. Due Oct. $25.00
Melnibone The Bright Empire has ruled the world for 10,000 years, but now its people lie sunk in introspection and dreams. A sourcebook about the Dragon Isle and the Dreaming City, with 3 scenarios. Due Sep. $40.00
Perils of the Young Kingdoms The power of Melnibone wanes, as that of Pan Tang grows. The armies of many nations are restless, & turmoil erupts with devastating results. With 5 adventures. $35.00
Rogue Mistress Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. $30.00
Sea Kings of the Purple Towns The Purple Towns is the centre of trade & commerce in the Young Kingdoms. Located literally in the middle of the world, this bustling port is an ideal haven for adventurers. Includes the elemental Churches of Air, Water & Gold, and four adventures. $35.00
Sorcerers of Pan Tang An extensive sourcebook on Pan Tang, a nation infamous for its cruel slavery, insatiable bloodlust, and puissant magicks. Includes notes on history, society & character-generation, with regional maps, five adventures, plus a new Daemon magick system. 128 pages. $35.00
The Fate of Fools An anthology of four adventures set in the Young Kingdoms. Explore the Whisperers Harvest, a cursed battle-barge, visit Sorcerers Isle and learn the Spells that Live, an resist the advance of the Lord of Ennui. Due December. $30.00



G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. **By Steve Jackson.**

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. $45.00
Aces Abroad Players can be either government agents trying to defuse a world wide outbreak of Wild Card, or can be the joker-terrorist group the Twisted Fists. Includes the Australian outback. $40.00
Fantasy RPG Campaign based in world of Yrth - 144 pages. $40.00
Fantasy Bestiary Supplement for Fantasy - details over 250 monsters & plants. $35.00
Fantasy Folk Another supplement for Fantasy describes 25 races, 128 pages $40.00
GURPS Ultra Tech Gadget accessory for GURPS Space - 128 pages. $35.00
GURPS Magic A comprehensive listing of objects for Fantasy campaigns - 112 pages. $35.00
GURPS Magic Items II Same idea as above - 128 pages. $40.00
GURPS Psionics A generic accessory for any camapign setting - 128 pages. $35.00
Horror RPG 2nd Ed. I think the title adequately describes this product - 128 pages. $35.00
International Super Teams Detailed sourcebook for the Supers RPG - 128 pages. $40.00
Japan Feudal & fantasy campaign setting - 112 pages. $35.00
Martial Arts A generic supplement featuring 38 styles of fighting - 112 pages. $35.00
Robin Hood Sourcebook England's favorite hoodlam. $37.00
Scarlet Pimpernel Adventuring in the 18th Century. $30.00
School of Hard Knocks Adventure module for the Supers RPG- 32 pages. $15.00
Space RPG Science fiction genre game with campaign material - 128 pages. $35.00
Space Adventures A selection of scenarios for the Space RPG, just like the title says! $40.00
Space Atlas 2 Campaign supplement describing 25 worlds for the Space RPG - 64 pages. $20.00
Space Bestiary Space RPG accessory detailing 333 critters! - 112 pages. $35.00
Special Ops A modern military (special forces) campaign RPG - 128 pages. $34.00
Stardemon Adventure module the Space RPG - 32 pages. $13.00
Supers RPG 2nd Ed. A contemporary super-hero RPG. $40.00
SuperScum Supers accessory RPG with 30 villains - 64 pages. $19.00
Supertemps Adventure module for Supers RPG - 64 pages. $18.00
Time Travel Rules for flitting around time, past, present, future. $40.00

HEROES UNLIMITED

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. **By Palladium.**

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! $45.00
Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages. $40.00

HERO SYSTEM

FANTASY Features over 11 character races, 26 character classes, 13 colleges of magic, many strange beasties, and nice cover artwork. Comprehensive, but not complex. **By Iron Crown Enterprises**

Hero System The first universal (generic) RPG system to be produced. This 220 page softcover book includes character generation and complete game mechanics, plus an adventuring section. $35.00
Cyber Hero Campaign sourcebook detailing hardcore cybergear, special combat rules & high-tech weapons, cyberspace nets, and gritty near future street background material - 208 pages. $35.00
Fantasy Hero 256 page softcover containing all necessary mechanics needed to play, including magic, monsters, heroic combat, strange races, religious cults, & a number of adventures. The publishers recommend that the Shadow World series be used as a campaign setting. $35.00
Fantasy Hero Companion A 144 pg book that features a mass combat system, building floorplans for campaign use, 76 new critters, extra magic items, 13 extra spell colleges, and a lewd cover. $25.00
Hero Bestiary Dragons, aliens, faeries, ghosts, animals, - for every genre, & GM guidelines for creating morebeasties. 192 pages. $25.00
Fantasy Hero companion II 160 page supplement containing new spell colleges, fierce monsters, powerful magic items, adventure locations, rules for naval combat & jousting, plus GM advice, etc. $30.00
Ninja Hero Martial-arts sourcebook for Hero System. Features an array of special oriental combat styles, exotic weapons & armor so players can really kick serious ass. 176 pages, with adventures. $25.00
Western Hero A 208 page sourcebook that includes historic and fictional background, character development, real-life personalities, equipment, special skills, and a gritty adventure. $35.00

MARVEL SUPER HEROES

SUPERHERO Standard fare for comic enthusiasts - all these muscular, athletic types with square jaws or pert breasts get to flit around in outrageous leotards. **By TSR.**

MARVEL SUPERHEROES BASIC SET Features a 64 page basic rulebook, a 64 page campaign book detailing over 80 heroes & villains, two colour city maps, 100 fold-up figures, 48 colour character-profile cards, and some dice. The rules emphasize fast action resolution. $40.00
Marvel Superheroes Advanced Rules Features new heroes & powers, an improved character creation system, more combat options, expanded magic & gadgets, extra villains, and much more. $40.00
Deluxe City Campaign Set A grand guide to New York City, a renown metropolis wherein reside an alarming array of super-powered, ultra-costumed individuals. Features a 96 page campaign sourcebook, a 64 page adventure book, 4 maps, floorplans of special locations, and 15 mini-adventures. $40.00
Lands of Dr. Doom A campaign set that reveals the complete 30-year chronological history of Dr. Doom, as well as a catalogue of his comic-technology, plus maps of his castle & the Haunted Lands. $45.00
MHR2 The Spiderman Dossier Spiderman fanboy stuff. $40.00

MARVEL SUPERHEROES ADVENTURES

MH1 The Breeder Bombs The Uncanny X-Men are threatened by a desperate man consumed with a lust for vengeance. In the background the sinister global machinations of Magneto and the Original Brotherhood of Evil Mutants builds to a crescendo. A basic-level module. $12.00
MH8 Fault Line A host of superheroes must thwart a major criminal operation, but only if they can pierce a confusing veil of false leads and sham crimes. A basic-level module. $12.00
ME2 Ragnarok and Roll Ragnarok, a Viking variant on the Apocalypse theme, promises to consume the Nine Worlds. This foreshadows the fall of legendary Asgard, and the end of the Norse gods. $12.00
MLA1 After Midnight Gang warfare is on the increase in New York City, but before our heroes can kick some serious street-punk butt, they'll have to contend with a few dozen supervillains first. $15.00
MLBA1 Mutating Mutants Sebastian Shaw, ever desperate to regain leadership of the Hellfire Club, has manufactured a devise that will disable (rather messily one would hope!) the New Mutants. $12.00
MSL3 Spore of Arthros Agents of SHIELD are sucked into an anti-matter universe called the Negative Zone, wherein they face the wrath of the despotic Spore of Arthros, also rather dramatically refered to as the Terror of the Negative Zone! $12.00
MT1 All This and World War II New military hardware being tested in the New Mexico desert is highjacked by time-warping Nazis intent on changing the course of WW2! $12.00
MT2 The Weird, Weird West Time is crumbling asunder, splinters of history appear where they shouldn't. The key to this bizarre disaster is Dodge City, in 1870 where it is currently being sieged by the armies of Napoleon, Genghis Khan an d Alexander the Great. $16.00
MT3 The Revenge of Kang Hidden among myriad channels of history, called timestreams, the evil Kang and his alternate-reality duplicates hope to ensure that the Fantastic Four were never born. $15.00
MX3 Reap the Whirlwind Hunted by violent bands of vigilantes and giant cyborgs, the life of a fugative mutant is a cruel struggle for survival. But now a visionary leader has come forth, aided by powerful cohorts and potent weapons, he offers mutants liberty. $12.00

MARVEL SUPERHEROES ACCESSORIES

MU4 Gamer's Handbook of the Marvel Universe - S thru Z Contains110 new entries. $28.00
MU5 Gamer's Handbook - 1989 Updates Over 100 characters, including the X-Babies. $30.00
MU6 Gamer's Handbook - 1990 Updates Lots of stuff on new mutants, organisations, etc. $30.00

MECHWARRIOR

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. **By FASA.**

MECHWARRIOR 2nd Ed. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. $30.00
Bloodright Join a desperate manhunt that twists and turns through a multitude of star systems and worlds scarred by war, and defines the meaning of honor with glory. Features Clan characters. $16.50
Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new 'Mechs and ComStar character archetypes. $30.00
Intelligence Operations Handbook Before each battle, spies wage a war of subterfuge for information. This reveals the intelligence agencies of the Clans, Comstar & the Inner Sphere Houses. $30.00
Jade falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique 'Mechs $30.00
Mechwarrior Companion Features rules expansions, new source material, expanded character generation, skill concentrations & specialisations, battle armour, more vehicles, Battletech expansions, additional equipment, more archetypes, contacts, NPC templates, adventure ideas, & a tech manual. Due Dec? $35.00
Mercenary's Handbook 3055 This 2nd edition sourcebook lets you create, maintain & operate a mercenary unit, covering all things from salaries to medical care. Includes detailed histories & equipment rosters of Wolf's Dragoons, Kell Hounds, Gray Death, Rhondas, & Snords. Also gives actual dollar costs (and mechforce values) on every single mech & mech variant and vehicles found in all other publications. $35.00
Null Set A band of mercenaries gets caught in a plot to frame Comstar with a very unlikely weapon, and have to fight for their freedom, and to prove their innocence. $18.00
Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique 'Mechs of one of the premier Clans. (Oi! *The* premier Clan, thankyou!) $30.00
Unbound On the gladiatorial gaming world Solaris VII the players are hired to investigate a mysterious stable called Deadly Sins, which has been fielding 'Mechs of unknown origin in the fighting arenas. $16.00

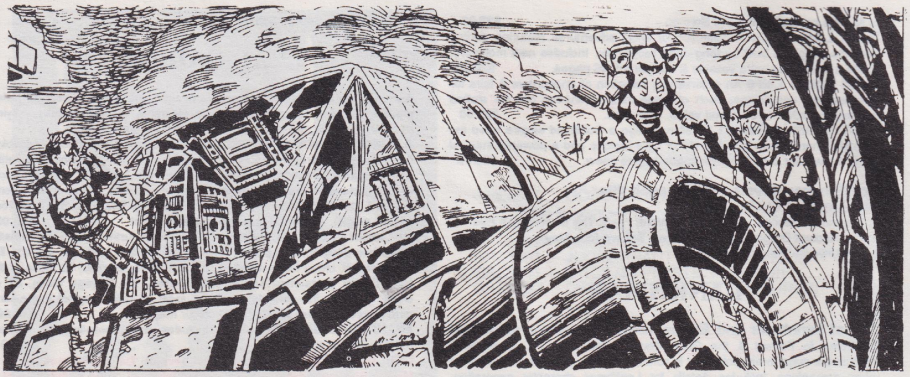
MECHWARRIOR NOVELS - $10.00 each

Jade Phoenix Trilogy:
1: Way of The Clans - Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised mechwarrior.
2: Blood Name - Now masquerading as a freebirth, Aidan wants to earn his Blood Name - the ultimate goal for all Clanners - but all Truebirths going for the Name have made a pact to kill him or die in the process...
3: Falcon Guard Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is disgraced. Can he atone for their past mistakes?
Miscellaneous Titles
1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how?
2. Wolf Pack - a superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Dragoons have other plans, and so begins a civil war that could destroy the Dragoons for ever...
3.Natural Selection - a new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them?
4. Ideal War - Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson.
5. Main Event - Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons.
6. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle?
7. Assumption of Risk By Michael Stackpole. Tormana Liao has set up a power play against the Capellan Confederation, and blackmails Kai Allard-Liao, on Solaris, to play ball. (Due Sept.)
8. The Far Country The Explorer Corps is formed and sent off to find the Clans home worlds. But a mis-jump lands them at a world with a race of hostile aliens - with evidence of humans having been here before.(Dec)

MEKTON II

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. *Extremely* influenced by Japanese animation movies & series. **By R.Talsorian Games.**

MEKTON II A 94 page book with a complete system for giant mecha adventures, with streamlined construction rules for vehicles, spacefighters, robots, & mecha. Combat is on both man to man and battlemachine levels. Mecha weapons include plasmacannons, lasercannons, rockets, MGs, beam sabres, drills, fangs, energy blades, & shields. With great looking mechs and lots of illustrations. $22.50
Roadstriker II Adds transforming mechacars, armorbikes, power armor, minijets, minicopters, assembling minimechas, & expanded rules for transforming Mektons. $16.50
Mekton Techbook Advanced construction system with custom-weapons, cloaking, ECM, ECCM, psionics, & teleporters. Also with 20 new systems and 17 new Mektons, with stat sheets filled out. $19.95
Mekton Empire Mecha combat in the stars! With over 100 planets, alien races, new mecha, spaceships & spaceship combat, mech boarding action, map of the Bendar Spiral galaxy, etc. 134 pages. $24.95
Operation Rimfire Campaign adventures set in Algol. Full of reference artwork (Japanese anime of course!), etc. Due July. $24.95



MIDDLE EARTH

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. **By Iron Crown Enterprises.**

Lord of the Rings Adventure Game A complete role-playing package designed specifically for beginners! Features a rich storytelling-style adventure that teaches roleplaying concepts as the game unfolds. Contains 10 maps, 6 character fold-outs, and dice. $35.00
Adventure #1 Darker Than the Darknes Concludes the adventure started in the box set - a motley crew of bandits are terrorising the inhabitants of the Trollshaws but not for much longer! $20.00
Adventure # 2 Over the Misty Mountains Cold A Dark Elf in the service of the dread master of Dol Gudar, lengthens the shadows surrounding his forest keep with diligent cruelty. Due Aug. I$22.50

MERP 2nd ED CLEARANCE SPECIAL

MIDDLE EARTH 2nd Edition. A new edition is coming out - so we've got to clear out this previous edition. The original, more complex (but still relatively easy to learn)box set. It contains a comprehensive 128 page rulebook, a moderately useful booklet of maps & floorplans, an excellent 32 page introduction to roleplaying, plus 56 color cardboard character counters. It was $25.00 but now... $11.00

MIDDLE EARTH II RPG

MERP II HARDBACK The MERP RPG has been completely revamped into this thick hardback book. More details later.Due Oct $60.00
MERP II Accessory Pack Details later. Due Oct. $30.00
MERP II Guidebook & Map Due Oct. $40.00

MIDDLE EARTH SUPPLEMENTS

MERP Adventure Guidebook II Sourcebook for Endor and the surrounding lands. Includes a full colour map, an Elvish dictionary, plus a comprehensive glossary of people, cultures, places, etc. $25.00
MERP Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11"x34" cardstock screen. $12.00
Middle Earth Map: Folded A beautiful 24"x36" colour map of Middle Earth & the Wild Lands. $11.00
Northwestern Middle Earth Gazetteer 160 pages detailing northwestern Endor, with populations, products, histories, mountain & river details, trade routes, theme maps, & color 22" x 34" map. $35.00
Northwestern Middle Earth Map Set Campaign Atlas All of the full color, detailed maps from all of ICE's resource modules, put together in one package, with the option to putting them all together to form one humongous map. Due Sep. $60.00

VARIANT CAMPAIGNS

Robin Hood Alternate campaign sourcebook based on a romantic 11th century English setting - specifically the Forest of Dean on the Welsh Marshes & Sherwood Forest. Includes sections on new medieval skills & professions + material on bandit & guerilla operations. 160 pages $25.00
Pirates Creates the boisterous world of 17th century pirates & buccaneers. From the rowdy ports of the West Indies, to the savage coasts of Africa - adventure & wealth await all who sail under the Jolly Roger. 160 pages with ship types, fashion, treasure, firearms, fencing, maps, magic, 6 scenarios, etc. $25.00

MIDDLE EARTH SOURCEBOOKS

Arnor This boxed set is a comprehensive tour of the entire North Kingdom of the Dunedain, featuring colour maps, a history of Eriador, descriptions of fairs, guilds, mystical orders, personalities, a traveller's guide, plus a series of adventures. More details later. Due Sept. $70.00
Creatures of Middle Earth Detailed information on all manner of critters that inhabit the lands of Middle Earth - from noble Elven horses to fierce Balrogs. $16.00
Lords of Middle Earth I: The Immortals Comprehensive 112 page sourcebook detailing the Elves, Valar, Maiar and the Great Enemies. Includes history, new powers, major personalities, etc. $20.00
Lords of Middle Earth II: Mannish Races A wealth of data on the Kings of Arnor, Gondor & Numenor, plus profiles on Aragorn, Boromir, the Witch King of Angmar, Eowyn & the Ring Wraiths. $20.00
Lords of Middle Earth III Details the races that the other books neglected - the gentle Hobbits, dour Dwarves, patient Ents, crude Orcs, and formidable Trolls. 112 pages. of comprehensive datal. $20.00
Nazgul's Citadel By the Yellow Mounts south of Harad, looming over ancient ruins, stands the for-bidding citadel of the fifth Nazgul. Includes over 40 pages of floorplans, plus 3 adventures. 121 pgs. $25.00
Treasures of Middle-Earth Massive compendium of magical weapons, armor, apparel, jewlery, gems, art, musical instruments, rings & tools. Further articles detail the history of important artfacts, describing in detail the techniques and materials used in their creation. $25.00

PALLADIUM

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! **By Palladium.**

THE PALLADIUM RPG 274 page rulebook containing 20 character classes, lists of equipment and character skills, various psionics, 290 different spells, a campaign world setting, and a bestairy. $45.00
Book II: Old Ones Describes the kingdom of Timiro from the campaign world. Includes details on eight cities, 25 towns, 22 forts and various adventures. 210 pages with two new character classes. $35.00
Book III: Adventure on the High Seas 208 pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. $35.00
Monsters & Animals Details 89 monsters and 192 animals, with world guide. 166 pages. $35.00
Further Adventures in the Northern Wilderness 4 adventures. 48 pages $16.00
The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! Due July. $35.00

PARANOIA

Note New Lower Prices

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more! **By West End Games**

Paranoia RPG A 134 page softcover book that features everything that you've ever needed to know about killing characters... and maybe giving the players a fun and light-hearted adventure. $30.00
Alice Through the Mirrorshades Vulture Warriors watch horrified as they are volunteered to go back in time to execute those responsible for the great Computer crash of the future. $16.50
Alpha Complexities The usual stuff - an incredibly frightening briefing; a desperate battle against invisible Communists; defective R&D equipment; severely disturbed 'bots; and a trashy mega-villain! $10.00
Bot Abuser's Manual Details those anoying mechanical monstrosities that haunt the back terminals and corridors of Alpha Complex. Includes 'Bots as player characters!. Due? $35.00
Crash Course Manual Anarchy reigns - the Computer is dead! The vengeful clones rise up against their oppressors, and secret societies have fun by running in a confused, but rampant manner. $22.50
Death, Lies and Vidtape With the Computer fritzed, all of the Secret Societies become entangled in a war for supremacy, while the Characters get the blame for killing their buxom saviour. $16.50
Don't Take Your Laser to Town From a time when clones were clones, and 'bots were 'bots, and player characters were cowering under buildings. A ripping wild west adventure, I think. $13.00
Iceman Returneth A freeze-dried High Programmer from the past is accidently thawed - only stupid Troubleshooters would ever get involved with treason of this magnitude. So naturally they do! $15.00
Paranoia Sourcebook 144 page campaign book that includes information on the computer, clones, security clearances, treason, secret societies, R&D research, AlphaNet, and the outdoors! $30.00
People's Glorious Revolutionary Adventure Welcome to the Communist Controlled Complex Population (CCCP) toils selflessly under the benevolent rule of Big Red One, Tovarich Computer. $13.00
R&D Catalogue Includes an adventure, plus a detailed list of confusing gadgets and odd gizmos whose main purpose of being is to self-destruct and maim everyone whenever they are used. $25.00
Vapours Don't Shoot Back It's competitive games time, & the high programmer has chosen you to represent him. But don't mention the games to the Computer, as it's illegal, & might get the High Programmer in trouble. Those who get him in trouble tend to end up as vat liquid- the High Programmer is not a nice person. $11.00
Novel - $8.50
Title Deleted For Security Reasons - Join James BOND as he [DELETED] and [CLASSIFIED] throughout Alpha Complex. [Sentence missing]. [DELETED] [DELETED] with several [DELETED]. *Which is why this novel had to be called Title Deleted For Security Reasons.*

PENDRAGON

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! **By Chaosium.**

PENDRAGON 4th Ed. A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. Due August. $50.00
Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adven-tures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. $40.00
Boy King This essential sourcebook chronicles the entire Arthurian cycle, from the siring of Arthur to the last battle at Camlann. The events are clearly laid out year by year. Includes background, maps, mini-adventures, a major scenario, and more. $40.00
The Spectre King Covers the Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a fewer enemy kings challenge Arthur's right to rule. 6 adventures. $35.00
Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. $40.00
Savage Mountains 4 adventures, Dolorous Wyrm, The Best Wine in the World, The Cambrian War & The Paulag Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. $40.00

PRIME DIRECTIVE

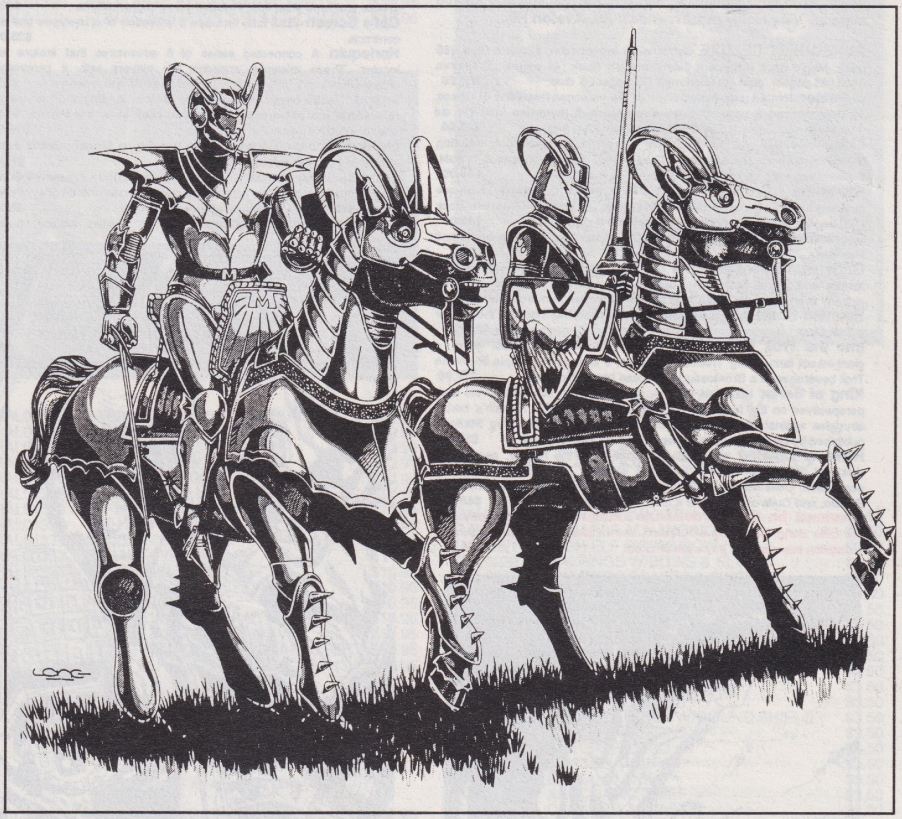
SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! **By Task Force Games.**

PRIME DIRECTIVE RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play an officer on board a Federation starship, & match wits against Klingons, Romulans, Tholians, etc, and get to explore new worlds, battle superbeings, etc. Due May. $44.95
Screen & Mini-Module Due May. $16.50

RIFTS

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **By Palladium.**

RIFTS A superbly illustrated 256 page book that features 26 PC classes, 8 PC Attributes, alignments, espionage, psionics, a world history, magic, artifacts, vehicles, robots, cybernetics, bionics, etc. $55.00
Mutants in Orbit A hybrid adventure that combines RIFTS with Teenage Mutant Ninja Turtles. $25.00
RIFTS Sourcebook More campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, and an adventure. 120 pages. $30.00
RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids, etc. $30.00
RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: TMNT, Robotech, Heroes Unlimited, etc) to be used in the RIFTS universe. Includes notes on RIFTS Europe, adult dragons, optional player races, and a wealth of monsters. 224 pages. $45.00
World Book 1: Vampire Kingdoms Includes infromation on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. $30.00
World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures. More details later. $37.50
World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. $30.00
World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. Due July. $30.00
World Book 5: Triax & The NGR 180 + pages on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, etc. Nov. $40.00



ROBOTECH

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. **By Palladium.**

ROBOTECH Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. $30.00
Lancer's Rockers A decade after the invasion, Humaity's most famous combat unit - the Rook's Knights, are decimated. Features new PC classes & weapons, plus seven adventures. $20.00
RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. $20.00
RDF Accelerated Training Program Features new character skills & abilities, NPC generators, and briefs on strategy, plus a selection of mecha & vessels. 56 pages, with training missions $20.00
REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters and Zentraedi. $37.50
Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. $30.00
The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules $30.00
The Return of the Masters 88 page Sourcebook for the dangerous Indochina quadrant, the massive G-95 satellite factory, and the R.D.F. military Moon Bases. Includes adventures & mutants too. $25.00
The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destriods, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs $40.00
The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. $20.00

MACROSS II RPG The Zentraedi have returned to Earth with a deadly new ally, the savage Marduk. Featuring five new Valkyries, spaceships, vehicles, equipment, battlesuits, stats on major characters, detailed cut-away drawings, etc. Due Aug. $25.00
Macross II Sourcebook One Complete details of UN Spacy's Battle Fortress, new mecha, etc. Due Nov. $16.50

ROLEMASTER

FANTASY A very detailed RPG that stands on its own for quality, but is compatible with the Middle Earth supplements. See SHADOW WORLD for campaign material. **By Iron Crown Enterprises.**

ROLEMASTER 2nd Ed. Boxed set containing Character Law & Campaign Law, Spell Law and Arms Law & Claw Law. The mechanics offer realism and depth, and are recommended for novice DMs! $45.00
Alchemy Companion 208 page book detailing over 12 new professions, new skills, Static Action tables, Critical Strikes, item creation charts, over 70 new spell lists, and much more! $30.00
Arms Law & Claw Law Contents include 30 individual Weapon Attack charts, 10 amazing Critical Strike tables, 12 Animal & Martial Arts Attack charts, and a variety of optional rules. $20.00
Arms Companion New attack & critical charts, new options for combat maneuvers, new skills, called shots, mixing armor types, background info on fighters and thieves, etc. 144 pages. Due Aug. $29.95
At Rapiers Point At a guess, I'd say that this is going to be a sourcebook to allow gaming in the Rennaisance. Due Oct. $30.00
Character Law & Campaign Law A complete character development system that includes campaign and gamemaster guidelines. Can be used with any Fantasy RPG! $20.00
Creatures & Treasures Provides descriptions and game stats for over 500 animals, races & monsters. With tables for the generation of random treasures or encounters. $20.00
Creatures & Treasures II A great compendium of new monsters and artifacts. 112 pages. $22.00
Dark Space Rolemaster-Space Master campaign setting detailing a cross-genre universe. Magic & technology coexist while alien monstrosities plot the downfall of humanity. Includes new professions & spells/psion lists, 20 worlds & cultures, scenarios, creatures, equipment, softech, etc. 160 pages. $30.00
Elemental Companion New spell lists, variant professions, and elemental creatures. Plus details on the elemental planes, and the history of elemental magic. $27.00
Heroes & Rogues A 160 page compendium of 24 characters representing each of the Character Law professions, with detailed backgrounds and statistics, plus an illustration. $30.00
Oriental Companion Contains 10 new oriental professions (Ninja, Samurai, etc), culture, skills, spells, Ki powers, mythical creatures, magic items, exotic weapons, etc. 110 pages. $25.00
Outlaw 174 pages on the old Wild West, with combat, timeline, weapons & equipment, complete campaign in Dakota, 2 scenarios, dozens of NPCs, including some real ones, town layouts, etc. $30.00
Rolemaster Character Sheets Character records for all Rolemas-

ter professions! 144 pages $22.00
Rolemaster Combat Screen The GM's REF screen, making game play easier. $12.00
Rolemaster Companion Includes 32 extra spell lists (many high level), 8 more professions and a variety of new races, creatures, secondary spells and optional rules. $20.00
Rolemaster Companion II Features 65 new spell lists and over 100 optional skills. There are also Master Tables with descriptions for every Rolemaster skill and profession thus written! $20.00
Rolemaster Companion III Does it never end? Here's some more optional rules, with 21 new professions, 40 spell lists, 7 more critical tables and 4 spell attack tables. $20.00
Rolemaster Companion IV Offers a checklist of all the spells, skills, optional rules & professions introduced in the basic rules and all of these bloody companions! And assorted new stuff. $22.00
Rolemaster Companion V Will it ever end? Rules for time travel, Earthnodes, skill specialisation & spell research, plus 3 professions, 26 spell lists, creatures, treasures, skills, extra attack & crit tables, structural hit points, another options checklist addendum! 128 pages. $25.00
Rolemaster Companion VI Aarghh! The buggers can't help themselves! Highlights include an emphasis on stat bonuses rather than stats, flexible skill development, rewards for roleplaying, a detailed yet playable tactile combat, upper level spells for existing spell list, and much more! $25.00
Rolemaster Companion VII Oh no! Here we go again. Optional combat rules, new martial arts material, fate points, spell lists for vampires and dragons, & new professions. 128 pages. Due Aug. $27.00
Spell Law Includes over 2000 spell descriptions based on 3 realms of power & 15 character professions, plus individual Spell Attack & Critical Strike tables, a power point system & detailed alchemy rules. $20.00
Spell Users Companion Features new magical skills & herbs, rules for rituals & resistance rolls, a spell-pick & extraordinary-failure system, realms clarifications, heaps of new spell lists (including Esoteric Spells), apprenticeships, clarifies ambiguous spells, and much more! $27.00
Time Riders 160 page book for magic, psionic, or tech based time travellers. Includes a sci-fi setting, high tech equipment, magic items, special combat rules & source material for variable time streams. $25.00
War Law A mass combat system featuring rules for morale, maneuver, ferocity, leaders, fortifications, unit generation, etc. Contains a 160 page rulebook, counters, templates and unit forms. $60.00

See Middle Earth & Shadow World for compatible stock.

RUNEQUEST

FANTASY A great RPG that boasts a superb campaign world, excellent mechanics, and detailed background source material. Very highly recommended! **By Avalon Hill.**

RUNEQUEST DELUXE Contains an introduction, Player's Book (88 pgs.), Magic Book (60 pgs.), Gamemaster's Book (48 pages), Creatures Book (48 pages), guide to Glorantha (32 pages) & dice. $60.00
Dorastor Join a Lunar expedition into the poisoned heartland of Chaos. Includes revised & updated cults, plus secrets & mysteries from the old Cult of Terrors. Designed by Sandy Petersen. Due Aug. $35.00
Elder Secrets of Glorantha A compendium of lore featuring monsters, artifacts, the secrets of Dragonkind, magical crystals & metals, the weather, Hero Questing, the Elder races & cults, etc. $40.00
Glorantha - Crucible of the Hero Wars A guide to a unique campaign world. Contains a Glorantha Book (40 pgs), a Genertela Book (100 pages), a Player's Book (36 pages) and a map. $45.00
Gloranthan Bestiary More than 60 beasties from both Genertela and Palmatela. $19.00
Gods of Glorantha Details the huge campaign pantheon, rich in texture and full of character. Features 60 cults and religions, covering virtually every facet of Gloranthian life, from farmers to merchants $40.00
Haunted Ruins An ancient Dwarven mansion has become the lair for a Troll Clan. $20.00
Into the Troll Realms 3 adventures. Includes a Trollball game, a giant-insect farm, flying Trollkin kidnapers, a chance to sample fearsome Troll beverages, & a Brontosaurus-carcass bandit hideout! $17.00
King of Sartar Historical fiction - six Gloranthan scholars reveal their perspectives on the facts, history and secrets of Prince Argrath's heroic struggles against the invading Lunar Empire. 300 pg, by Greg Stafford, published by Chaosium. Gloranthan mysteries are revealed! $30.00
River of Cradles A concise introduction to the history, geography, cultures, and perils of the lands of eastern Prax under the Lunar occupation. Uses elements from the old classics - Pavis, Borderlands, Big Rubble, and Cults of Prax, with a new 7-part adventure. $40.00
Shadows on the Borderlands Labyrinthine caverns honeycomb the cliffs along the Valley of Cradles, and in such darkness the seed of corruption breeds. With three adventures. $35.00

Strangers in Prax Explores the role of outlanders in Praxian campaigns - the dreaded Lunar Coders, agents of the Red Emperor, a Western sorceror and his entourage, a shipwrecked captain with a curse, and more. Includes new cult descriptions by Sandy Petersen & Greg Stafford. Due Sept. $40.00
Sun County Describes the land of the Sun Dome in Prax, an enclave of staunchly independent farmers. Features 4 scenarios, with historical notes, their culture, major personalities, expansions on the Yelmalio cult, encounters, and much more. By an Australian author. 128 pages. Good quality production too! $35.00
Trollpak Troll society fully described, with Troll characters explained in detail. Contains 3 books: Uz Lore (56 pages), Book of Uz (50 pages), The Munchrooms (40 pages), plus character sheets & maps. $40.00
Troll Gods Another zesty serving of Troll delights - details new spells, skills, monsters, plus the deities of darkness, the role of worshippers, the Troll Regions, and clan knowledge. $40.00

SHADOWRUN

SCIENCE-SORCERY Fantasy races, with appropriate skills & abilities, combine with a hardcore hi-tech world of surreal punk imagery and violent corporate entities. **By FASA.**

SHADOWRUN 2nd Edition The NEW 296 page book that contains a history to 2050AD, character development, skills, magic, firearms, the computer matrix, cyber mechanics, a bestairy, a Seattle guide, equipment lists, NPC contacts, and an adventure. Features new artwork, revised mechanics, and tons of color plates. $30.00
A Killing Glare The players are caught up in Urban Brawl, pro sports, but a darkened past is brought up which could ruin all. $16.50
Bottled Demon Sinister organisations seek a mysterious artifact covered with runes. $15.00
Corporate Shadowfiles The secret and ugly histories, assets, personnel, & illegal dealings of the megacorps. Due Sep. $35.00
Darkangel The last recordings of a cult-figure street musician is grabbed by a major record company - but how? $18.00
D.M.Z. - Downtown Militarised Zone A boardgame of urban conflict between mages, street samurai, mercs, bikers, Orks, etc. This system may be employed as a quicker-playing substitute for the Shadowrun combat mechanics. With nine interior and street mapsheets, plus 203 counters. $70.00
Dreamchipper Missing experimental pleasure chips are linked to a series of brutal slayings... $15.00
Elven Fire Seattle's labyrinthine backstreets are ablaze, as mindless gang warfare errupts. $16.00
Grimoire 2nd Ed. A 140 page handbook further detailing spell creation, adepts, insect totems, alchemy, enchanted items, magical groups and toxic shamens. Includes game improvements. $30.00
GM's Screen 2nd Ed. Includes a collection of archetypes and street contracts. $25.00
Harlequin A connected series of 8 adventures that feature exotic locales. These missions provides the players with a progressively enlarged view of a very complex tale of betrayal and revenge! $22.50
Imago Seattle-based 'runners get a job in England, where their reputations are pitted against betrayal, blind love, vengeance, and life after death. Due Jan. $18.00
Ivy & Chrome 'Runners must search for an elf girl missing from an exclusive boarding school. $15.00
London Sourcebook The London Sprawl 2050 - cyberware & magic are strictly regulated, with harsh penalties for those who disobey. Power is divided between the nobility, megacorps & druids. $30.00
Native American Nations Vol. 1 Details history, cultures, economies & lifestyles of the newly-emerged Salish-Shidhe, Sioux, Ute & Pueblo Council Nations. Includes a wilderness adventure. $25.00
Native American Nations Vol. 2 Lists the remaining new nations, covering history, cultures, economies, and lifestyles. Includes another adventure set in the wild, awakening wilderness. $25.00
Neo-Anarchist's Guide to Real Life Reminds me of something an ex-girlfriend kept telling me ("Get a real life!"), and as I sit before my Mac at 2.00 in the morning typing this crap, I can understand why! This book details everything from mass transit, to security systems and coffin motels. $30.00
One Stage Before A powerful corporation is nearing completion of its latest investment, but a rival organisation begins to sabotage its development. Things start to get real nasty for everybody! $18.00
Paranormal Animals of Europe You've seen the animals of USA, now find out what the Europeans are afraid of. $35.00
Paranormal Animals of North America An excellent illustrated guide to 79 strange creatures that roam the polluted skies and twisted underworlds of this nightmare future. 176 pages. $22.50
The Rigger Black Book A compendium of vehicles, from urban runabouts to hunter-seeker combat drones. Includes modifications, support gear, and cyberwares. Real Rigger wet dream material. $30.00
Seattle Sourcebook A city where Megacorps control the money & politics, while gangs rule the streets, and more malevolent forces take out anyone who enters the underworld. 178 pages. $30.00
Shadowbeat Sourcebook for the multi-media entertainment industry, includes new character Archetypes, nonplayer Contacts, player information-gathering techniques, and relevant rules. $30.00
Shadowtech Details the latest and sharpest in personal-enhancement technology - from adrenaline-boosting bioware, to headware cyberdecks, and sensory enhancements. $30.00
Sprawl Maps Full color 11 x 17" maps including a night club, back alley, monorail station, apartments, etc. Due Aug. $35.00
Sprawl Sites Features an assortment of building floorplans and city encounters, plus a collection of individual NPCs who can be used as street contacts, etc. $25.00
Street Samurai Catalogue Everything the urban professional predator-for-hire needs - firearms, armour, vehicles, cybergear, internal body-wiring, and other nasty accessories. Slighty revised edition. $25.00
Tir Na nOg The former nation of Ireland, the land of Youth. It is now revealed - but who are it's masters? Due Sept. $35.00
Total Eclipse Seattle's hottest new rock band have broken their contract to try and cut it solo, but their parent corporation label has paid some 'runners to bring them back ASAP. $16.00
Virtual Realities 160 page guide to the matrix. Decking is given the treatment with expanded rules on cyberdeck construction, computer systems, etc. Includes new software, firmware & programs. $30.00

SHADOWRUN NOVELS - $10.00 each
The Secrets of Power Trilogy
1: Never Deal with a Dragon 2: Find Your Own Truth
3: Choose Your Enemies carefully
Miscellaneous Titles
1: 2XS 2 : Changling 3: Never Trust an Elf 4: Streets of Blood
5. Night's Pawn 6. Stryper Assassin 7. ShadowPlay

SHADOW WORLD

Note New Lower Prices

FANTASY Kulthea - a world designed for Rolemaster, but compatible with any other fantasy RPG. Each module details a specific area, and also provides adventures. **By Iron Crown Enterprises.**

Shadow World Master Atlas 2nd Ed. Softcover format. Describes a unique world swept by powerful Flows of Essence that enhance or diminish a character's capacities. This is a land plagued by the Unlife, creatures so foreign that their origins are beyond knowledge. $30.00
Cyclops Vale and Other Tales The ancient artifacts of Peligris are a lure to many adventurers, (who will usually foam at the mouth at the mere mention of magical treasure anyway!). $6.00
Demons of the Burning Night The unexplored isle of Aranmor is rumored to hide great treasures amongst its ancient ruins, and a terrible array of foul denizens who don't treat explorers kindly. $11.00
Eidolon - City in the Sky Details the Sel-kai island realm's capital - trade center of the world - a beutiful marble & glass metropolis floating among majestic cloud-scapes. Includes 8 adventures, 250 building descriptions, two color maps, etc. 160 page softcover. $25.00
Gethaenna Describes the ancient Underearth realm beneath Emer, including its unique races, monsters, artifacts, poisons, and plant life. Features a wealth of adventure sites. 128 pages & color map. $27.00
Islands of the Oracle The Thirsting Cave appears on an Abarquan Island, from within come the dread Unlife and vile plagues. Salvation rests with an enigmatic Oracle, unseen for centuries. $11.00
Kingdom of the Desert Jewel Gethyra is a nation that supports a benevolent society, but beyond it the wilderness crawls with savage beasts, and greedy adventurers seeking lost tombs rich in loot! $11.00
Nomads of the Nine Nations Details the rugged lands west of the Guardian Sea. Wondrous sights of natural beauty greet visitors to this vast country, but a dark cult threatens to invade. $13.50
Norek - City State of Jaiman Jaiman faces a desperate battle for survival against an army of Unlife army, as a young Prince begins his quest for an artifact that will help defeat the noisome horde. $12.00
Quellbourne - Land of the Silver Mist Undead writhe like maggots in the ruin of Quellbourn's capital city. Pirate bands of Ice Krals and raiding Trolls harass the populace, who also have to contend with a cult that exists only to destroy, & the minions of a Spider Goddess hunting for sacrifices. $11.00
Star Crown Empire and the Sea of Fates The eight citystates of G'thal offer a welcome respite from the wilderness beyond, but state politics can offer a bloody end to curious travelers. But the survivors of city hospitality find that court intrigue offers its fair share of plunder! $11.00
Sky Giants of the Brass Stair Deep within the Garlon Mountains lies the Dwarven King's treasure, the evil Dragonlord's Skyriders and a Dragon have begun to search for this vast wealth. $16.00
Tales of the Loremasters - Book II Those who traverse these pages will meet a prowling demon-warrior, converse with a wily Sphinx, and visit the site of a mysterious fallen meteorite. $6.00
The Grand Campaign, One: A Gathering of Darkness A 112 page book with over 30 adventure sites, full color map of Jaiman, the evil Iron Wind & it's minions, & updated timeline. Due July. $30.00

SKYREALMS OF JORUNE

SCIENCE-FANTASY 150 years from today the Earth is destroyed, and many inhabitants go to the world of Jorune. Wars follow that lead to a technological breakdown. The

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game is set 3500 years later, while humans & many other races slowly rediscover what was lost.

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TEENAGE MUTANT NINJA TURTLES

SCI-FI OK kids - you've seen the TV series, read the comics, bought the toys, drank the TMNT cordial, eaten the TMNT frozen pizza, seen both films - now get the RPG! **By Palladium.**

TEENAGE MUTANT NINJA TURTLES 12 page softcover book containing all the necessary rules & background, plus mutations, organisations, bio-energy, psionics, animal powers, oriental weapons, modern firearms, and five adventures! Produced by Palladium. $30.00
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SPECIAL

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SPECIAL

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Warhammer Fantasy Roleplay 368 pg softcover with 4 PC races, 63 careers, 133 skills, 7 types of magic, 156 spells, 21 deities, 106 creatures, history & details of the campaign world, coinage & costs, tra-vel, Fate Points, traps, disease, poison, insanity, alignment, critical hits, hand-to-hand combat, etc. $55.00

WEREWOLF

HORROR A story telling game where the character's personalities and their interaction with the environment take precedence over the rules, allowing drama to dominate. **By White Wolf.**

WEREWOLF Players are Garou, powerful but dying protectors of a despoiled Earth. They are the immune system of Mother Nature, and battle desperately the ancient enemyknown as the Wyrm. $40.00

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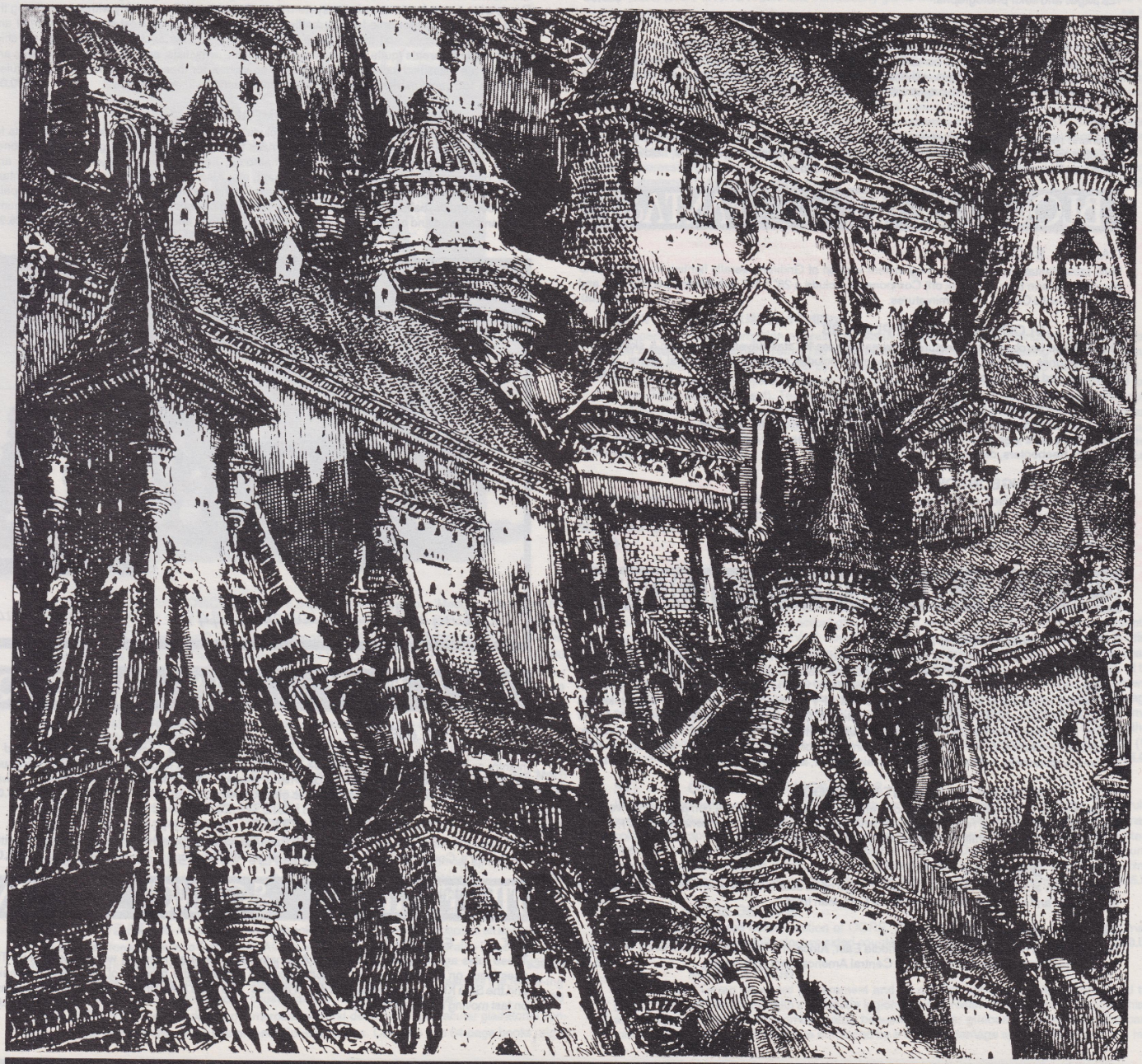

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Modified BATTLESYSTEM rules designed for smaller forces (10 to 50 combatants), with each figure fighting individually. Can be used in conjunction with AD&D. Mechanics include morale, experience, personal challenges, etherealness, aerial combat, magic weapons, illusions, war machines, wizards & more. 128 pages with color photos and a painting guide. **$35.00**

TSR **CASTLES**
A generic medieval-fantasy supplement boasting a wealth of 25mm color cardboard structures, including towers, holds, fortress walls, battlements, drawbridges, siege towers, fieldworks, plus numerous floorplan aids, etc. Includes assembly instructions. **$60.00**

BLOOD BOWL — FANTASY

GAM **BLOOD BOWL**
Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think of!) Components include a 28" x 16" polystyrene playing field and thirty two plastic Citadel 25mm miniatures. **$75.00**

GAM **BLOOD BOWL STAR PLAYERS**
This 80 page hardback book features new game rules for star players (generation & skills), campaigns, injuries, mutants and mixed rae teams - includes statistics for 13 racial teams, 5 large monsters, and eight famous teams. **$40.00**

GAM **BLOOD BOWL COMPANION**
New rules, including kickers, referees, cheerleeders, rerolls, fans, weather, magic, magic items, new balls, secret weapons & traps, and campaign mechanics, including leagues, rosters, team creation , freebooters, dirty tricks, etc. 80 page hardback **$40.00**

GAM **DUNGEONBOWL**
Tired of playing Gridiron on the field - well, here's how to play Blood Bowl in a more imaginative setting - a dungeon! Players, dwarf or elf, move about using teleporters, each searching for the ball hidden in one of the many trapped chests that lie scattered throughout the maze. Includes 32 plastic 25mm Citadel miniatures, sturdy laminated tiles, and counters. **$50.00**

CHALLENGER 2000 — MODERN

TAB **CHALLENGER 2000**
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. **$16.00**

TAB **MODERN EQUIPMENT HANDBOOK**
92 page guide to equipment specifications and point values. Contains a compendium of vehicles (MBTs, TDs, APCs, ACs, recon units), anti-tank missiles, rockets (conventional and NBC), antiaircraft systems, mortars, artillery & helicopters, all from 49 countries. **$15.00**

TAB **DIGEST # 4**
Ultra modern army lists Volume # 1. This 77 page book details comprehensive unit compositions of the major and neutral forces on the central European front. **$15.00**

TAB **DIGEST # 5**
Features tables of organisation for the Middle East, Africa, the Far East, Latin America, and Rapid Intervention Forces, plus a brief listing of Central American 'hot spot' forces. **$15.00**

COMMAND DECISION 2nd Ed — 20th CENTURY

GDW **COMMAND DECISION**
2nd Edition. Covers combined arms wargaming at operational-level from 1939 to 1992. The emphasis is on speed of decision & the importance of each combat element, without succumbing to rules overkill. Suitable for any scale, HO/OO, 1/285th, with each model vehicle & stand of infantry representing a platoon. What you get with this boxed set is: 96 page rulebook that includes aircraft, airmobile & amphibious operations, 6 scenarios, & a DYO campaign material. A 224 page Armies of WW2 book detailing divisional tables of organisations & equipment for France, Germany, Italy, Japan, Poland, England, America & Russia. A 32 page equipment data book lists major weapons for all of these nations. There is also an 8 page set of playtest rules for pre 20th century games, a battalion level summary, 2 rules charts, 2 templates, & a plethora of chits. **$60.00**

GDW **OVER THE TOP**
Rules for tactical combat in the bloody mire that World War I - the dawn of modern warfare. The game mechanics feature chemical warfare, artillery barrages & variant ammunition, complex prepared trench systems, weather, night fighting, aerial operations, trench raiding parties, stosstruppen, demolishes, exhaustion, flamethrowers, BEF's Mad Minute, rudimentary AFVs, planes, and deadly machine guns. This 128 page book includes 10 scenarios, two campaigns, & complete 1914 - 1918 Orders of Battle for 13 nations. **$22.50**

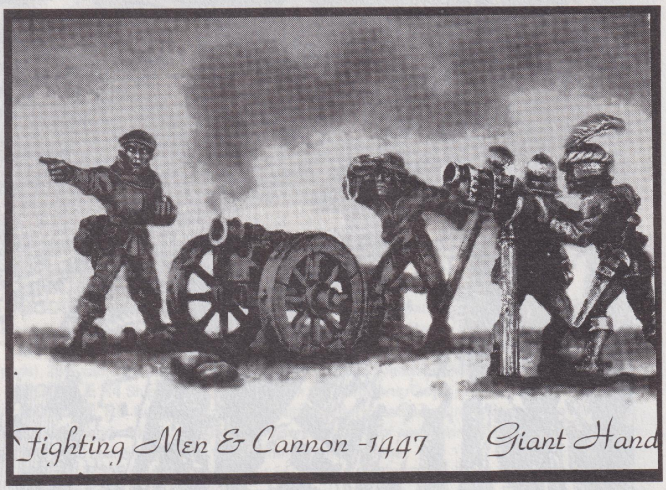
DE BELLIS ANTIQUITATIS — ANCIENT

WRG **DE BELLIS ANTIQUITATIS**
Wargames Research Group's fast play campaign rules. This 20 page book contains simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **$6.50**

FANTASY WARRIORS — FANTASY

GRE **FANTASY WARRIORS**
Grenadiers incursion into the realm of tabletop fantasy miniatures' gaming is a pleasant surprise. This is a low to moderate complexity system that allows play to flow quickly without sacrificing the character necessary for epic fantasy battles. The rules contain the best command control and orders rules available, and the 56 page rulebook also includes sections on scouting, warchief boasts, omens, threats (quite useful), magic, talismans, army lists, and more. All armor types and weapons are classified individually - there are no values for these as is common in most rules. There are 150 game markers, dice, and 102 25mm plastic dwarves and orcs. **$70.00**

GRE **FANTASY WARRIORS COMPANION**
An 80 page book detailing Undead armies, including necromantic power, power drains, stats for undead war rhino and undead war mammoth; rules for mercenaries, including firewater, poisoned arrows, mercenary commands, mercenary half-orcs, horse raiders, mercenary dragons and giants, barbarian war mammoth, goblin war giant, etc. Also gives stats and rules on the Fantasy Forge Battlefield Scenery, ie, mantlets, spiked pits, archers stakes, walls, etc. Also includes paladin heroes, druids, ballistas, dwarf war cannon, new magic spells, rules updates, multiplayer game rules, and revised and expanded army lists, including balrogs and ents. 1 sheet of counters **$26.95**



FIRE & FURY — U.S. CIVIL WAR

QUA **FIRE & FURY**
A 74 page rulebook cover the U.S. Civil War produced by the Tactica People. Each stand of infantry or cavalry represents a brigade, enabling large battles to be recreated. Rules cover unit quality, leader effectiveness, morale, command, weapon effectiveness, ammo supply, fog of war, etc. No re-basing of figures is required. Has glorious color photos. **$40.00**

QUA **GREAT WESTERN BATTLES**
A 36 page scenario book for FIRE & FURY. Each scenario includes history, maps, orders of battle, and what if's. Covers Shiloh, Corinth, Stones River, Atlanta, etc. **$25.00**

FIREFIGHT — SCIENCE FICTION

ALT **FIREFIGHT**
These rules are designed for use with Alternative Armies large range of wargames figures. The rules focus on the underground combat occurring between the humans of the Free Companies and the Shia Khan - numberless hordes of goblins. The rules are skirmish level with the emphasis on fast moving mechanics. **$30.00**

HARPOON — Note Lower Prices — MODERN

GDW **HARPOON**
Excellent tactical naval rules, featuring a 48 page rulebook, the 144 page Data Annex 1990-91 book (see below), a 16 page scenario book, 2 reference cards and 168 counters (if you can't afford miniatures.) The mechanics are detailed, and allow for a realistic interpretation of near-future conflicts. incorporates devastating air-power and sophisticated electronics with a variety of surface vessels & submarines. However, these rules require extensive book-keeping (unit damage allocation, ammunition expenditure, fuel, etc.) **$40.00**

GDW **BATTLES OF 3RD WORLD WAR**
Contains 14 scenarios of Soviet & NATO naval engagements in the North Atlantic. With new rules, secret weapons, plus essays on maritime strategy. 48 pages. **$13.50**

GDW **SHIP FORMS**
25 detailed status sheets for popular ship classes in the NATO (12 entries) and Soviet (13 entries) fleets. Full game data for each vessel is included, as are 9 aircraft and 4 helicopter profiles, plus a scenario-generation system. **$13.50**

GDW **SUB FORMS**
Like Ship Forms, this 48 page supplement is designed to speed-up play & make references to the combat vessels easier. Features 38 detailed, ready-to-play submarine data-sheets, representing boats from 7 countries. **$13.50**

GDW **ASW FORMS**
Contains comprehensive data-sheets for 32 NATO & Soviet Anti-Submarine Warfare vessels, aircraft & helicopters. With an ASW scenario generation system. **$13.50**

GDW **DATA ANNEX 1990-91**
Filled with concise technical specifications on modern ships, submarines, aircraft, weapons, missiles & electronics. This 144 page supplement details the world's fleets, including near-future vessels. Also features new aircraft endurance rules. **$10.00**

GDW **THE SOUTH ATLANTIC WAR**
Features 24 scenarios that recreate the furious clashes between Britain and Argentina in their battle for control of an island full of cold sheep (not New Zealand!) Includes pregenerated ship status sheets, background info, environmental data and land campaign rules. **$20.00**

GDW **TROUBLED WATERS**
Features over 30 pregenerated ship forms and special rules that cover 3rd world navies, with scenarios from the 1973 Arab-Israeli war, Iran-Iraq war, and the Gulf War. A scenario generator is provided, plus a brief history of Fast Patrol Boat operations. **$16.50**

JOHNNY REB — U.S. CIVIL WAR

GDW **JOHNNY REB**
2nd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes a page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. **$40.00**

KRYOMEK — SCIENCE FICTION

SPECIAL

FAN **KRYOMEK**
Due to the new version coming out around Christmas - these stocks must be sold. This is a skirmish and mass-combat set of Sci-Fi rules for the war between the humans of the Nexus Tri-Federation and the Kryomek hive terror-creatures (basically intelligent ALIENS.) The fast play mechanics include a command-chit order system and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign & universe background, weapons tech, morale, drones, bioengineering, combat vehicles, etc. **$20.00**

FAN **THE COMPLETE KRYOMEK**
Fantasy Forge went into receivership, but have been bought out by Grendel Productions. They will be releasing (around October they claim) THE COMPLETE KRYOMEK boxed set, which will contain fully revised rules, complete army lists supplementary rules, background information, a starter scenario, and plastic miniatures. There will be regular scenarios later on, and new plastic vehicles and miniatures. **$TBA**

NAPOLEONS BATTLES — NAPOLEONIC

AVA **NAPOLEONS BATTLES**
Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **$45.00**

PHOENIX COMMAND 2nd Ed — 20th CENTURY

LEA **PHOENIX COMMAND**
A quick-playing, realistic small-arms combat system (for miniatures or role playing). Any number of players can participate in gritty man-to-man scenarios of modern melee combat. Includes basic, advanced & optional rules plus a character generation system and a comprehensive listing of contemporary infantry weapons. 90 pages of manly slaughter. Recommended **$35.00**

LEA **ADVANCED DAMAGE TABLES FOR SMALL ARMS**
A detailed expansion of the Hit Location and Damage tables. Includes rules for bullet paths (showing just what gets splatted), low penetration weapons, target shock, bone ricochets, and over 60 bodily hit locations. This much family fun can't be legal! **$20.00**

LEA **ADVANCED RULES**
More mayhem than you can poke a stick at! Includes blunt trauma, smoke, blind fire, traps, explosive ammo, spotting, weapon reliability, scopes, skills, training, etc. **$20.00**

LEA **ARTILLERY SYSTEM**
Here's some heavy hardware that's guaranteed to turn every target into instant fertilizer! With 72 pages detailing an extensive range of guns, rockets & mortars: plus rules for indirect fire, calling fire missions, air & ground bursts, defensive positions, etc. **$27.00**

LEA **CIVILIAN WEAPON DATA SUPPLEMENT**
Details 118 weapons available in America to the general public (useful for such activities as a McDonald's Massacre, etc.) or hardcore cops 'n' robbers type overkill. **$20.00**

LEA **HAND TO HAND COMBAT SYSTEM**
No mucking about here - straight into the real messy stuff! 47 pages with rules for whips, swords, baseball bats, chainsaws, and other friendly gadgets. Includes character generation. **$22.00**

LEA **HEAVY METAL**
Details the capabilities, suit hit locations, and damage tracks for 11 types of power armor. Includes rules for weapon battlepacks, auxiliary packs, and Dragoncrest equipment. **$27.00**

LEA **HIGH-TECH WEAPON DATA SUPPLEMENT**
Describes futuristic cyberpunk-genre weaponry (Sliver, Flechett & Lase munitions), power body armor (flex, power, etc.) Plus data on caseless ammo, mines, and launchers. **$22.00**

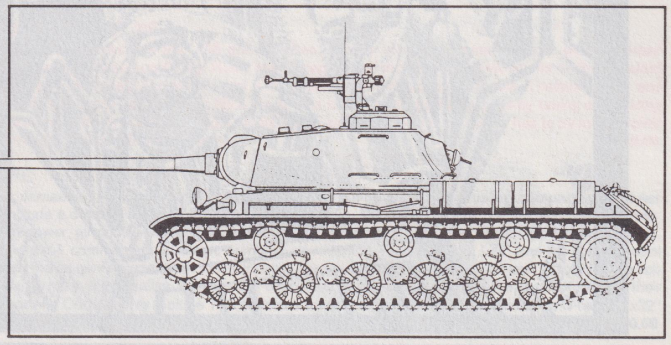
LEA **LOCK AND LOAD: VIETNAM 1965-1971**
Includes seven scenarios, each with a full page map; equipment options including Punji Stakes, Trip Flares, etc; pre-generated troop data for 59 types of combatants, 13 weapons, etc. **$22.00**

LEA **MECHANISED COMBAT SYSTEM**
The theory behind this one is that if you can't shoot straight enough to hit the buggers, then run'em down with a great @$#&! tank. 112 pages of info. **$35.00**

LEA **MECHANISED LIGHT VEHICLES**
This 40 page book features the primary Light Fighting Vehicles used by the United States and Warsaw Pact nations. Full data for each vehicle is presented, including some special rules. **$20.00**

LEA **MECHANISED PANZER: WW2 Medium Tanks**
The status sheets for the primary medium tanks of WW2. Includes the German Pz IV F1, F2, H, and Panther, the Russian T-34/76 and 85, and the Sherman 75mm and 76mm. **$20.00**

LEA **MECHANISED KING TIGER: WW2 Heavy Tanks**
The status sheets for the primary heavy tanks of WW2. Includes the German Tiger, King Tiger, the Soviet KV-1, KV-1s, KV-85, IS-2, IS-2m, & the US Jumbo Sherman. **$20.00**



LEA **MECHANISED PLAYING AIDS**
540 counters which enable players to streamline play by not having to do much record keeping. Counters are for: vehicle speeds, aim times, vehicle status, artillery strikes, etc. **$18.00**

LEA **PHOENIX COMMAND EXPANSION**
New rules includes animals in combat (from dogs to sharks to dinosaurs), laser sights, specific aim points, etc. 32 pages of more mayhem than you can poke a stick at. **$20.00**

LEA **PLAYING AIDS**
540 counters that allow you to streamline play by having a minimum of record keeping. Counters can be used for firing stance, aim times, physical status, grenades, spotting, etc. **$18.00**

LEA **RUSSIAN ROULETTE**
A 48 page book focuses on the recent breakup of the Soviet Union, with 6 historical and hypothetical scenarios, including the battle between the Soviet Special Forces & Latvian police, & a "what if" scenario of the Soviet military trying to capture Boris Yeltsin during August's failed coup. **$20.00**

LEA **SPECIAL WEAPONS DATA SUPPLEMENT**
32 pages detailing unusual weapons like riot control gear, flamethrowers, miniguns, claymores, modern bows, silencers, garottes, etc. **$20.00**

LEA **WILD WEST WEAPON DATA SUPPLEMENT**
Features 48 popular period weapons with historic overviews, plus rules for quick drawing, fanning revolvers, speed loading, and other classic western shootout stuff. **$10.00**

LEA **WORLD WAR II WEAPON DATA SUPPLEMENT**
An ideal supplement for squad level WW2 miniatures games, featuring over 80 infantry weapons from pistols to rocket launchers and explosives, from 7 belligerent nations. **$18.00**

SPACE HULK — SCIENCE FICTION

GAM **SPACE HULK**
The Emperors elite Terminators descend into the dark confines of a massive derelict space hulk. Within this maze like structure lurk hordes of Genestealers, poisoning the Empire with their insidious designs. The Terminators must prowl the cramped rusting labyrinth, hunting the monstrous creatures that dare to challenge the power of the Emperor. Features fast playing and tense mechanics and 6 very absorbing scenarios. Includes 30 25mm plastic figures, rules, dice, templates, counters, and floor plans/corridor sections, etc. **$75.00**

GAM **DEATHWING**
Expansion set featuring new rules including a solitaire system, extra weapons, multi-level floor plans, a mission generator, 13 corridor and 7 room sections, 12 plastic Terminators and Genes-

tealers, & 6 scenarios. $50.00

GAM **GENESTEALER**
Contains 15 plastic miniatures of Marine Librarians and Genestealer hybrids with heavy weapons, 44 Psychic Combat Cards, 8 extra wide corridor sections, 3 geotiles, more scenarios, and templates. $50.00

GAM **SPACE HULK CAMPAIGNS**
A 90 page hardback book with four complete campaigns, each with 4 - 6 linked missions, which can also be played separately. There is a section for using Traitor Space Marines. There are also new rules, including pitfalls, delaying actions, Space Marines in power armor, Denzark's Hammer, new weapons, grenades, reference tables, and 3 card sheets of tiles & counters. $40.00

SPACE MARINE II — SCIENCE FICTION

GAM **SPACE MARINE II**
Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyesque races and the dread spectre of Kaos (oops - Chaos!) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconnian future that is Space Marine's background. This second edition features new unit point values & combat mechanics, plus extra plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! $70.00

GAM **ARMIES OF THE IMPERIUM**
The first expansion for SPACE MARINE II, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. $45.00

GAM **RENEGADES**
Contains rules, background info, data and cards on Eldar and Chaos forces of the 41st Millenium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, and Chaos Renegades. $45.00

GAM **ORK & SQUAT WARLORDS**
Rules, data, background info, and cars on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. $45.00

TACTICA — ANCIENT & MEDIEVAL

QUA **TACTICA**
A comprehensive set of rules for 25mm (or 15mm) ancient era battles and campaigns. The mechanics stress the historical limitations of units, manoeuvre restrictions for certain troop types, battle line depth and frontage, angle of attack, troop quality, etc. 90 pages, with some glorious color photos. Includes exhaustion, wheeling, post melee movement, massed & skirmish missile fire, variant melee types, chariots, elephants, plus 25 accurate & complete army lists. A factual yet playable format. $30.00

QUA **TACTICA MEDIEVAL RULEBOOK**
A complete set of medieval wargames rules for 25mm and 15mm miniatures. The 96 page book contains dozens of stunning color and B&W photos, army lists on 27 feudal and medieval armies, including the mongols, English, Franks, etc. Covers long bows, dismounting cavalry, siege warfare, etc. Thoroughly recommended. $40.00

THEY DIED FOR GLORY — FRANCO-PRUSSIAN WAR

QUA **THEY DIED FOR GLORY**
Another excellent production from the Tactica People. This covers the 1870-71 Franco-Prussian War. Each figure represents 50 men, and rules cover every aspect of the conflict. There are eleven scenarios, as well as French and German order of battle. $35.00

WARHAMMER FANTASY BATTLES — FANTASY

GAM **WARHAMMER FANTASY BATTLES BOXED SET**
This big boxed set is the new 4th Edition Warhammer Fantasy Battles, with completely revised game mechanics and army lists. The game comes with 104 25mm plastic figures, being 20 each of High Elf spearmen and archers, and 32 each of Night Goblin archers and spearmen. Also included is a temporary army list book, an all new 96 page rulebook, a 96 page bestiary book, cards for characters, magic weapons, spells, a scenario book, two cardboard buildings, playsheets, movement trays, weapons templates, and 12 dice. $90.00

GAM **WARHAMMER MAGIC**
A 1.8 kg boxed set detailing magic in the Warhammer Fantasy World. Includes rulebook, 36 card magic deck, 10 spell effect templates, 135 spell cards, warp tokens, card markers, and 111 magic items. $70.00

GAM **WARHAMMER ARMIES: THE EMPIRE**
The 1st book in the new Warhammer Armies series, with a complete history of the Empire, weapons & devices of the Altdorf engineers, & a complete army list, including the Reiksguard, Knightly Orders, infantry, artillery, plus special troops such as Kislevites, halflings, dwarves, etc. $40.00

GAM **WARHAMMER ARMIES: HIGH ELVES**
The 2nd Armies book, this one covers in great detail the High Elves, including history, great personages, chariots, shadow warriors, Phoenix Guards, war griffin, army lists, ally lists, etc. $40.00

GAM **WARHAMMER ARMIES: ORCS & GOBLINS**
The 3rd army list book, covering in great detail the orcs and goblins, including forest goblins, night goblins, giant black orcs, orc big 'uns, orc allies, history, war wyvern, rock lobber, etc. $40.00

GAM **WARHAMMER ARMIES: DWARFS**
Army list includes Runesmiths, Hammerers, Iron Breakers, Long Beards, Thunderers, Slayers, Cannons, Organ Guns, Flame Cannons, etc. Complete new magic rune system, with magic weapons, armor, standards, machines, talismans, and a new scenario. $40.00

GAM **WARHAMMER ARMIES: UNDEAD**
Army lists for the armies of the Undead. Includes history, troop types, allies, etc. Due Aug. $40.00

GAM **WARHAMMER ARMIES: SKAVEN**
Army lists, history, allies, and troop types of those fiendish rat-like skaven. Due Oct? $40.00

GAM **WARHAMMER ARMIES: CHAOS**
Army lists on the four chaos types, histories, allies, troop types, magic, etc. Due Dec? $40.00

GAM **WARHAMMER SIEGE**
140 page softcover comprehensively detailing the protracted art or siege warfare, & the tenacious science of fortress defense, for both Warhammer Fantasy Battles and Warhammer 40,000. Rules feature castle construction and anatomy, interior movement & combat, missile fire, structural damage, rampart assault, wall defense, large humanoids, strategic maps, foraging, siege engines, supplies, siege engineering, flying critters, magic, fire, & more. Includes various templates and chits, plus an introductory game with counters. $40.00

GAM **CITADEL MINIATURES PAINTING GUIDE**
A 14 page full color guide to painting Citadel miniatures, complete with painting techniques, equipment, and photos of heaps of figures. This is a new version including the WARHAMMER FANTASY BATTLES boxed set figures. $2.50

WARHAMMER 40,000 — SCIENCE FICTION

GAM **WARHAMMER 40K**
A tactical science fiction miniatures system suitable for games varying in size from simple skirmishes to monster engagements. Rules include psychology, robots, aerial combat, psionics, mutants, personalities, & bionics. There is also a comprehensive listing of weapons, armor & combat vehicles of this gothic future. Extensive background information is provided, with a brief history of the Imperium, as well as a detailed bestiary, of the bizarre beasts and cruel aliens that inhabit know planets. With 272 pages of plus unit briefs, templates, and record sheets. Designed for use with Citadel miniatures. $50.00

GAM **WARHAMMER 40,000 COMPENDIUM**
198 page softcover book that features rules expansions for terminator squads, chaplains, commissars, medics, rough riders, Ogryns, Imperial Guard, Dreadnoughts, Eldar War Walkers, land raiders, predators, bikes, craters, bikes, robots & other such related miscellany. There are also miniature painting guides, advise on scratch built vehicles, and comprehensive army lists for Space Marines, Imperial Guard, Squats & Harlequins. $45.00

GAM **WAAARGH - ORKS!**
104 page Ork sourcepack containing everything you ever wanted to know about this obnoxious brutish race. Experience the culture, however rude & filthy, of the infamous Mad Boyz and their brethren. Details include Ork history, their crude society, caste design, clan organisation & uniforms, warbanner art and local languages. Learn about the tragic plight of the bullied Gretchin, the abused Snotlings and the Squigs. $35.00

GAM **'ERE WE GO**
More Ork source material (208 pages, hardcover). Details include army lists for three new Clans, plus a whole mess o'stuff for Painboyz (with their nefarious attachments), Runt Herdz, Weirdboyz, Madboyz, Tinboyz, Mekboyz, Ork Mekaniks and Freebooterz. But Wait - that's not all. There are also new rules for kustom vehicles & weapons, cyboars, robots, wargear, shokk attack guns, figure painting guides, and heaps more besides. $40.00

GAM **WARHAMMER 40K BATTLE MANUAL**
This 100+ volume updates and expands the combat rules and weapon details from the Warhammer 40K rulebook, compiling the original and new weapons published as the game has developed, into one easy to use book. It includes revised rules for shooting, overwatch fire, scatter system, etc. New hand to hand rules, background info, weapons profiles, and heaps of templates and reference sheets. $45.00

GAM **WARHAMMER 40K VEHICLE MANUAL**
Revised & expanded rules for all the different types of vehicles found in 40K. Includes 30 card datafaxes, one for each vehicle, reference sheets, templates, etc. $45.00

COMPUTER GAMES

COLOR CODE

- New Item Now Available and in Stock
- New Item Not Yet Released

IBM NEWS - BYE BYE 5.25" FLOPPY DISKS

In the USA over 80% of all software sales are for 3.5" disks, so manufacturers are now ceasing to make games with 5.25" disks. We therefore urge all customers to visit their local computer stores and have a 3.5" FDD fitted to their machines. The average price for a 3.5" disk drive is $90.00, plus a $10.00 mounting bracket. (So it costs about the same as the average game.) We have listed in the following game descriptions which games are available in which formats. Please take note! Please also note that we *cannot* convert 3.5" games to 5.25", as the 5.25" disks are smaller.

GOODBYE TO C-64

I regret to inform you that all C-64 titles have now been scrapped by their respective manufacturers. Please also note that following the collapse of the AMIGA market in the U.S.A., most companies have now made a policy of not reprinting AMIGA software once it is out of stock, and many planned new titles/conversions have been cancelled. We will endeavor to continue to stock those titles still available, but those will be few.

PRE WORLD WAR I

BATTLES OF THE U.S. CIVIL WAR Vol 1 — **SSG**

Six scenarios, from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredereicksburg and Chancellorsville. With an easy-to-learn menu system, plus the 'Warplan' wargame construction set and the 'War Paint' graphics editor for detailed scenario creation. This is the first program of a very detailed military history trilogy that represents the definitive computer-study of the U.S. Civil War. *Available on 3.5" FD only.* **IBM - $45.00**

BATTLES OF THE U.S. CIVIL WAR Vol 2 — **SSG**

Covers the war's middle years, with scenarios of the battles for Chatanooga, Chickamauga, Gettysburg, Gaines Mill, and Stones River. The American Civil War was becoming more drawn and closely contested - success purchased with blood & determination now could later determine the conflicts ultimate victor. Once the scenario mix is exhausted players can create their own with the 'Warplan' & 'Warpaint' programs. *Available on 3.5" FD only.* **IBM - $45.00**

BATTLES OF THE U.S. CIVIL WAR Vol 3 — **SSG**

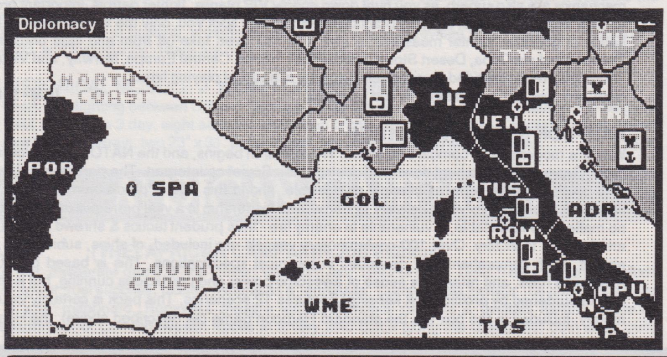
This last program of the Civil War series features the final savage years of the Confederacy. The scenario mix recreates the battles for Spotsulvanian, Atlanta, Franklin, Wilderness Tavern, Cold Harbour, and Nashville. These were desperate, vicious engagements where a bold or miraculous strategy could bring sudden victory - and an end to the war. Also includes the 'Warplan' and 'Warpaint' scenario creation system. *Available on 3.5" FD only.* **IBM - $45.00**

CIVILIZATION — **MIC**

WARNING! - Do not buy this game unless you don't mind going to bed at 3.00am for three weeks! This game is highly addictive and therefore dangerous to your health. (I had to delete the game from my hard disk so I could do other things: such as go to bed!)

The game starts you off at 4000 B.C. with a bunch of settlers, and you can be one of several different civilizations, such as Rome, Babylon, France, etc. You can go up against 3 to 7 computer civilizations, with varying skill levels. After finding a suitable place to start your first city, you then have the daunting dask of trying to control a successful civilization - the goal - to be the first civilization to put a colony on another planet. (This usually takes 6,000 + years.) You have to choose where to build cities in order to take advantage of natural resources such as coal, horses, fish, etc; you need to build irrigation and roads; you will need to build garrisons to protect your cities, and once large enough, send out settlers to found new cities. Each city then needs to be developed, and this goes hand in hand with technology. There are dozens of technology types, and they improve following a flow chart. One type of technology, once mastered, will allow you to then develop an other, and so on, each being a small step forward. Types included are bronze, iron, horse riding, alphabet, wheel, aqueduct, mysticism, feudalism, industry, etc, etc. Once a certain level has been mastered, you will then be able to build things using that technology in your cities. You will need to build each city up from the original settlement, building libraries, granaries, barracks, aqueducts, soldiers, etc. You will also need to build "Great Wonders", each of which allows you then to build a new technological item - all necessary to eventually allow you to construct a spaceship. Cities also need to be profitable, and can grow up to 5,000,000 people. You can place entertainers, tax men, and scientists in cities as well. You don't even have to fight other civilizations, you can trade with them instead! Each turn is from 1 to 20 years, so there are lots of turns...

IBM Requires: 1.2meg 5.25" or 1.44 3.5"FDD and hard disk drive. **IBM - $99.00 AMIGA - $80.00**



DIPLOMACY — **AH**

It's back! Re-released in a smaller box, this excellent computer game is a must have for all Diplomacy players. You can play the game using the computer only, and can have up to 7 computer players, though the computer players do not ever make alliances, so are not much of a challenge. But should you only have 3 or 4 human players, the computer players make great cannon fodder. One of the greatest attractions of the game is that you can use it to resolve the turns when playing the board game. Just type in everyone's orders, end the turn, and it will instantly work out who goes where, and if you've rigged up a printer, it will even print out the results for you, listing centres gained and lost, and asking which pieces to lose when centres are lost. Graphics are extremely crisp CGA. *Requires: either 5.25" or 3.5" FDD, and CGA or better graphics card.* **$50.00**

GOLD OF THE AMERICAS — **SSG**

Covers the violent evolution of the American continent - from discovery by Colombus to the War of Independence. England, France, Spain and Portugal all squabble and compete over the new lands. Accommodates up to four players, or can be solitaire. The historical game or a random game can be played. Players will need to preside over matters of naval trade or aggression, discovery of the new lands, colonisation of those lands, development of colonies, raids upon or conquering enemy colonies, and so on. If you demand too much of your colonies, their loyalty will reduce, and they will eventually rebel - and cause the American Revolution in effect. A good, playable game. *Requires 3.5" FDD.* **IBM - $45.00** **AMIGA - $45.00**

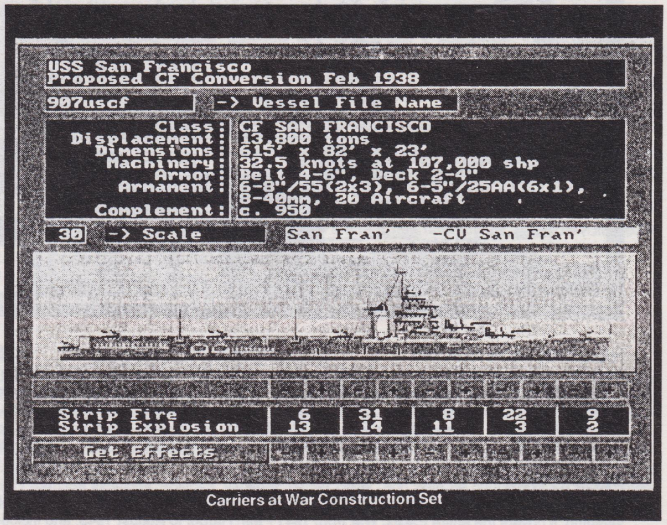
WORLD WAR TWO

CARRIERS AT WAR — **SSG**

Contains 5 decisive naval engagements - Midway, East Solomons, Philipine Sea, Santa Cruz, & Coral Sea. A design package allows the creation of hypothetical scenarios. The menu has 63 aircraft types, 3,000,000 square miles of ocean, 5 major ship classes, and more - enough to create any air & naval operation of WWII! Although the graphics aren't going to knock you out, this is a comprehensive military study. The brand new IBM version contains stunning graphics and combat reports. *Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA.* **IBM - $70.00**

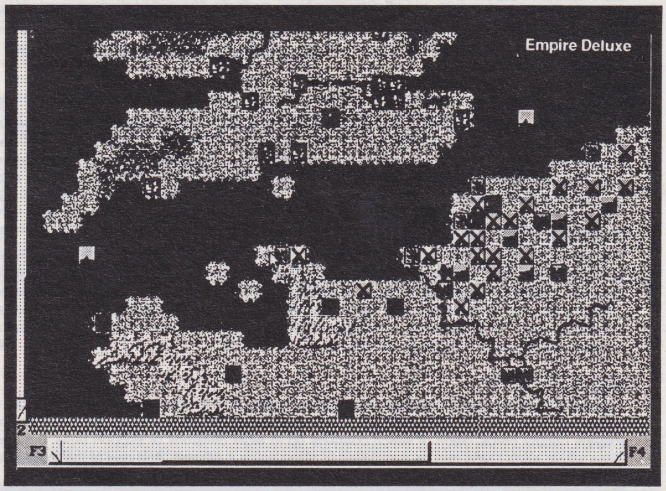
CARRIERS AT WAR CONSTRUCTION KIT — **SSG**

Contains 4 color maps and a thick 336 ! page rulebook, that allows from the smallest variation to an existing battle or the complete design of an original carrier battle scenario. You can build ships and planes, organise them into squadrons and task groups, draft a map and position airbases, coast watchers, etc. Also includes three brand new scenarios: Wake Island, Guadalcanal, and Tarawa. You also have the ability to customize computer artificial intelligence. The huge appendix features the stats on every US and Japanese plane & ship. *Requires: 1.2 meg 5.25" or 1.44 meg 3.5" FDD, hard disk, EGA or VGA, 386 or better, 2 Mb RAM.* **IBM - $70.00**


USS San Francisco
Proposed CF Conversion Feb 1938
907uscf
-> Vessel File Name
Class: CF SAN FRANCISCO
Displacement: 13,800 tons
Dimensions: 615' x 82' x 23'
Machinery: 32.5 knots at 107,000 shp
Armor: Belt 4-6", Deck 2-4"
Armament: 8-8"/55(2x3), 6-5"/25AA(6x1),
8-40mm, 20 Aircraft
Complement: c. 950
30 -> Scale
San Fran' -CV San Fran'
Strip Fire 6 31 8 22 9
Strip Explosion 13 14 11 3 2
Set Effects
Carriers at War Construction Set

EMPIRE DELUXE — **NEW**

This game is so popular amongst many gaming circles, that I know of a confirmed MAC addict bought an IBM-PC just to play this game! The game mechanics are simple, allowing players to resolve conflicts from WW1 up to the present day, with troop types including infantry, armor, fighters, bombers, troop transports, destroyers, subs, cruisers, battleships, and carriers. There can be from 1 to 6 computer or human players - and here's the greatest appeal of the game: you can play it with friends using modem, network, or null modem. The game features multiple zoom settings, various levels of play, and a simple to use scenario editor where you can determine anything from the size of the world to the number of players, etc. One of the scenarios provided is an absolute monster game of WW2 - with the *entire* world! *Requires: 286 or better, hard disk, 1.44 meg 3.5" or 1.2 meg 5.25" FDD, EGA, VGA, or SVGA.* **IBM - $90.00**



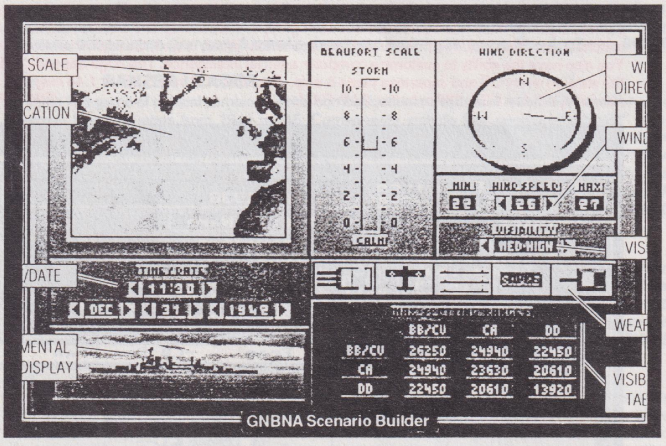
FIRE BRIGADE **PAN**
The struggle for Kiev in 1943 was one of the most decisive and mobile battles of the entire Eastern Campaign. The assault by the elite 3rd Guards Tank Army threatened to split the entire German Front and isolate Army Group South. Black's hardened 48th Panzer Korps (the infamous Fire Brigade) was committed for a counter attack in a desperate bid to gain the initiative. This is an award winning Australian game that features great graphics, variable skill levels, and a tutor program. **IBM - $44.00** **AMIGA - $45.00** **MAC - $45.00**

GREAT NAVAL BATTLES 1939-43 **SSI**
This game will be the most stunning WW2 naval combat simulations ever made. You can be the captain of WW2 German or British battleships and cruisers as you do real time battle against the enemy ships. You can also play from a fleet view of a battle, and can be given a grand admiral view, allowing you to control your entire nation's fleet. The game comes with many battle scenarios such as the hunt for the Bismark, mini-campaigns, and contains the entire 1939-43 campaign. Replays are possible, and the game contains stunning sound and graphics. *Requires: VGA, hard disk, 386 or better, & 1.44 meg 3.5" FDD.* **IBM - $90.00**

GNBNA SUPER SHIPS OF THE ATLANTIC **SSI**
The first expansion disk for GREAT NAVAL BATTLES. This expansion includes the German "H" Class battleships, "P" Class pocket battleships, "M" Class light cruiser, & "Z" Destroyer. British ships include Vanguard Battleship, Lion Battleship, Bellona Light Cruiser, Swiftsure Light Cruiser, & Battle Destroyer. Ten scenarios, and three campaigns, the last of which pits the British and German fleets against each other on nearly equal terms. *Requires: as per GNBNA.* **IBM - $50.00**

GNBNA AMERICA IN THE ATLANTIC **SSI**
Features all the American ships that could be found in the Atlantic during WW2, presented in a series of scenarios, plus a campaign game that allows you to use these ships in standard GNBNA North Atlantic battles. Has updates to the game system. *Requires: as per GNBNA.* **IBM - $50.00**

GNBNA SCENARIO BUILDER **SSI**
With this add-on disk you can create an unlimited number of North Atlantic battles using all the ships in GNBNA and expansions. You can also modify existing scenarios, and there are game updates to the game system. And another great bonus is a Captain's Campaign, where you start as a destroyer captain, and have to try to climb your way upto Task Force Commander. *Requires: as per GNBNA.* **IBM - $50.00**



GNBNA Scenario Builder

HALLS OF MONTEZUMA **SSG**
From the capture of Mexico city in 1848, through two World Wars, Korea, and Vietnam, the U.S. Marine Corps has a combat record second to none. This is a multi-scenario computer history of the Marine Corps' most testing battles. The mechanics are based on BATTLEFRONT system, and includes WARPLAN game design option, and WARPAINT, which gives complete graphic control over the icons. Good detail. *IBM Requires 3.5" FDD.* **AMIGA - $45.00** **IBM - $45.00**

PACIFIC WAR **SSI**
This new game is the third in the SECOND FRONT series by Gary Grisby, and is absolutely stunning. It covers the entire Pacific War from 1941 Pearl Harbor to August 1945, and includes all nationalities involved, including Australia, India, USA, Japan, China, Indonesia, New Zealand, etc. The game features superb graphics for all planes and ships, with different paint schemes for planes according to nationality and theatre. Every single ship that saw service in the theatre is included: CVs, CVLs, CVEs, BBs, CAs, CLs, DDs, DEs, troop transports, merchantmen, oilers, patrol boats, etc. You also command every single plane, land based and carrier based, and all land units, from engineer battalions and up. Game mechanics are somewhat different to SECOND FRONT, so players should expect to be a little confused at first - but once you get the hang of it, you will soon consider this the finest computer wargame ever. The complete game will take you around 40 - 80 hours, and you must plan many turns ahead, controlling supplies, airgroups, invasions, etc. The computer can control any of your own forces, or you can take complete control. There are 5 scenarios + campaign game, historical and random setup, kamikazes, atom bombs, etc. I rated it 11 out of 10 - it's that good! One tip - when playing, always press the "X" key, as this will change the map flags into easy to follow symbols. For those interested, please send us one blank high density disk & $3.00 postage, and we'll send you two unofficial SSI updates on this game, taken from a U.S. bulletin board. *Requires: 286 or better, 1.44 MB 3.5" FDD, hard disk, EGA or VGA, 640K.* **Note New Price IBM - $79.00**

PANZER BATTLES **SSG**
Combined-arms strategic action from the savage, mechanised killing fields of Russia - the battles include Minsk '41, Moscow '41, Kharkov '42, Prokhorovka '43, Kanev '43, and Korsun '44. Each of these scenarios can include several historical variants (the ubiquitous "What if?") and players are able to control the icon graphics. These is also the DYO scenario kit. With low complexity and fast playing mechanics. *IBM requires* 3.5" FDD. **IBM - $45.00** **AMIGA - $50.00**

ROMMEL: BATTLES FOR NORTH AFRICA **SSG**
The Italian army has been routed out of Egypt: the Germans respond by dispatching a small, albeit elite force, to try and stem the Allied advance. For the next two years, outnumbered and poorly supplied, this Africa Corps out witted and out fought all of its opponents. ROMMEL recreates the furious and sometimes chivalrous, battles for the desert with nine scenarios - from the entire Syrian campaign to a hypothetical invasion of Malta, plus all the necessary accessories for the construction of variant engagements. *IBM requires 3.5" FDD.* **IBM - $45.00**

SECOND FRONT **SSI**
This is perhaps the best computer wargame available, and recreates the entire WW2 German-Russo war, from 1941 to 1945. The game contains four scenarios, as well as the entire campaign. Players control corps, each of which contains up to eight divisions or support units, but the divisions within each corps can be transfered to other corps if desired. And one of the most pleasing aspects of the game is that each division lists how many infantry squads, Flak, AT, and artillery guns, AFVs, and recon vehicles, that it contains. Actual AFV and aircraft types are given, and all loses in combat are recorded down to these individual vehicles and squads. Game mechanics are simple, but due to the enormous size of the game, there are dozens of hours of enjoyment to be had. The map changes color according to the weather, and there are options to paint enemy territory red or black, tactical or strategic map, supply lines, etc. Highly recommended.
This game can also be played by mail between two players. Simply do your turn, resolve combat, enter opponents turn and save game, and then post to your opponent, who does the same. To see how many casualties you caused, after saving game, quit off and resolve combat again (but do NOT save after this!), and you will be told how many casualties you caused. *IBM requires CGA, EGA, VGA, 3.5" or 5.25" FDD, and hard disk.* **AMIGA - $50.00** **IBM - $50.00**

THE PERFECT GENERAL **QQP**
This game has made a very good name for itself, containing both hypothetical and historical scenarios. The map graphics are absolutely stunning, and the game interface is simple to use. Players purchase their units before the game starts, and some games include reinforcements. Mechanics include ambushes, "always hit or random hit" modes, the Match Game for two human players, engineers, mines, LOS, armored cars, light, medium & heavy tanks, mobile & drawn artillery, barrages, etc. Different terrain types have great bearing upon movement & firepower, etc. For 1 or 2 human players, or modem play. IBM Requires EGA or VGA. Thoroughly recommended.
IBM - $80.00 **AMIGA - $80.00**

V FOR VICTORY Utah Beach 1944 **360**
I don't have a SVGA screen, so it was not until a few weeks ago that I first saw this game in action - and I almost fell of my seat. The graphics are a wargamer's heaven. Absolutely stunning. The game is a complete, accurate, and realistic of the Allied invasion of Europe in 1944. Features super VGA graphics, 15 terrain types, 500 units including land, sea, and air; 8 types of combat, 5 artillery missions, weather and weather forecasts, one or two player modes, optional limited intelligence, traffic control and logistics, 6 scenarios & the complete campaign, and 11 historical variants. Includes a 156 page manual. Requires: *286 or better, 512K Super VGA, 2 Meg RAM, Mouse, hard disk, 1.44 MB 3.5" FD* **IBM - $90.00**

V FOR VICTORY Arnhem 1944 **360**
Another classic wargame using the most stunning super VGA graphics on both the maps and unit counters. With this game, as the British commander you have to take and hold bridges over three major rivers to secure a foothold across the Rhine. As the Germans you have to hold back the Allied advance and destroy the airborne divisions. There are 7 scenarios, including a campaign game of "A Bridge Too Far". There are numerous options and historical variants. There are 500 + units, 13 terrain types, 9 types of combat, hour by hour weather,etc. *Requires: 386SX or better, 3 MB RAM, 512K Super VGA, Dos 5.0, hard disk, 1.44 MB 3.5" FDD.* **IBM - $90.00**

WESTERN FRONT **SSI**
Players delighted by the SECOND FRONT gaming system can now relive the Allied D-Day invasion and following liberation of Europe in WW2, using the most detailed and most playable computer system developed. For one or two human players, including a play by mail option, players move about corps sized units, but can choose which divisions and support units are placed in those corps. The computer or player can control all aspects of production, including what AFVs, guns, aircraft to manufacture, strategic bombing of Germany, and combat losses are listed down to individual AFVs, guns, and infantry squads. All of Western Europe, including Italy, is covered by the Campaign Game, and there are three scenarios utilising small map areas, such as Bulge, Breakout, and Diadem. New are Political Points, which limit such things as strategic bombing, unit transfers, etc. For PBM instructions, see SECOND FRONT. *Requires CGA, EGA, or VGA, hard disk, and 3.5" or 5.25" FDD.* **IBM - $50.00**

POST WORLD WAR II

BIRDS OF PREY **ELA**
This is one of the most comprehensive flight simulators ever. There are 40 different aircraft including the MIG-29, B1-B, F-117A, etc. There are twelve mission types, such as bombing runs, troop drops, air superiority, ground attack, reconnaisance, etc. Featuring a real world environment with 3 terrain types, airports, and carriers. Both versions out now. *IBM requires 3.5" or 5.25" FDD and hard disk.* Note cheaper prices. **IBM - $50.00** **AMIGA - $40.00**

MacARTHUR'S WAR: KOREA **SSG**
In June 1950 the North Korean Army surged Southward, sweeping aside all who opposed them, and were thus poised on the brink of total victory. The UN intervened, and MacArthur's brilliant capture of Seoul was followed by the rapid counter invasion of North Korea. Chinese forces then joined the fray with a stalemate on the 38th Parallel being the end result. Features 8 scenarios that cover the war's decisive conflicts. *Requires 3.5" FDD.* **IBM - $50.00**

WORLD WAR III

F-117 STEALTH FIGHTER II **MIC**
The old F-19 computer game had good game mechanics but disgusting graphics - but this new game more than rectifies that problem. F-117 is one of the most visually appealing flight simulators available. You can fly either the Lockheed F-117 or a Microprose F-117 (has double the weapons and can engage in aerial missions). You can fly missions at night, dawn, or dusk, during cold war, limited war, or conventional war. The cockpit details are superb, including side and rear views that will leave you breathless. But one of the most pleasing aspects of this game is the ground detail - seven theatres of the world are included, and each includes mountains, rivers, cities, downs, depots, all according to real life. And the ground graphics are the best yet, no other flight simulator comes even close. There are three flight modes, no crash, easy landings, and realistic landings. Fortunately, you can play on no crash mode all the time and the mission scores still count. You always have to take off (which is dead easy), fly to the targets, and then fly back home and land again (which is also dead easy when using no crash mode). Each mission will usually take around 45 minutes, and the ground and night sky graphics are so good you'll never want to land. Game mechanics are also superb, as you hunt down enemy VIP planes, fighter patrols, important ground targets, do photo recons, etc. And practically nothing can spot you, only the IL-76s, and you have heaps of possible counter measures to use. You can even take off from and land on carriers! Theatres include Cuba, Desert Storm, Middle East, Korea, Central Europe, Norway, and Vietnam. Thoroughly recommended, guaranteeing dozens of hours of playing time.
Note: requires 1.2" meg disk drive and hard disk. **IBM - $99.00**

HARPOON SIGNATURE EDITION **360**
With this modern naval combat simulation, World War III begins, and the NATO Task Force in the GIUK Gap is ordered to hunt down and destroy their Soviet counterpart. The paramount objective is to neutralise the enemy as cheaply as possible: and in this age of precision armaments, elaborate electronics & very fast delivery systems, deft leadership is a vital prerequisite. Every asset, no matter how formidable, is vulnerable to enemy fire - thus prudent tactics & shrewd manoeuvres are the keys to victory. Over 100 contemporary vessels are included, of ships, submarines, and aircraft, each comprehensively described in technical specifications. This is based on GDW's miniatures rules, and retains it's sense of awesome power and predacious cunning, but is thankfully unburdened by prolific book keeping! Features 12 scenarios. This pack is certainly value for money. Included in the box are the standard Harpoon game (as described above), the Harpoon

Battlesets # 2, #3, #4 (as explained below), the Harpoon Scenario Editor (also explained below). This pack is worth way over $109.00. *IBM requires EGA or VGA, 1.44 MB 3.5" FDD, Hard disk.*
AMIGA - $109.00 **IBM - $109.00**

HARPOON DESIGNERS' SERIES II **360**
Has 12 scenarios for each Battleset you own, new improved Harpoon.exe for 386 or better computers, new database, and heaps of text. It has campaigns, which includes India, and some scenarios have been designed by players. A scenario even lets Russian and US ships work together against the Commonwealth of Independent States. *Requires as per Harpoon.* **$60.00**

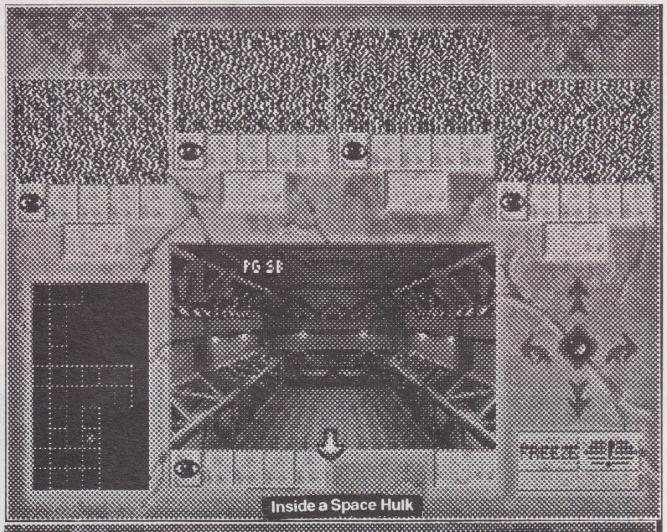
PATRIOT **360**
A detailed game of the Coalition forces invading Iraq & Kuwait in 1990. Utilises super VGA graphics, polygon mapping, point & click interface, 2000 units, you can play as Coalition or Iraq, game editing options to shift the balance in favour of Iraq, several master battle plans, etc. Frank Chadwick's extensive wargames experience has been utilitised in this game. A good seller. *Requires: 286 or better, 512K Super VGA, 2 Meg RAM, Mouse, hard disk, 1.2" FDD.* **IBM - $90.00**

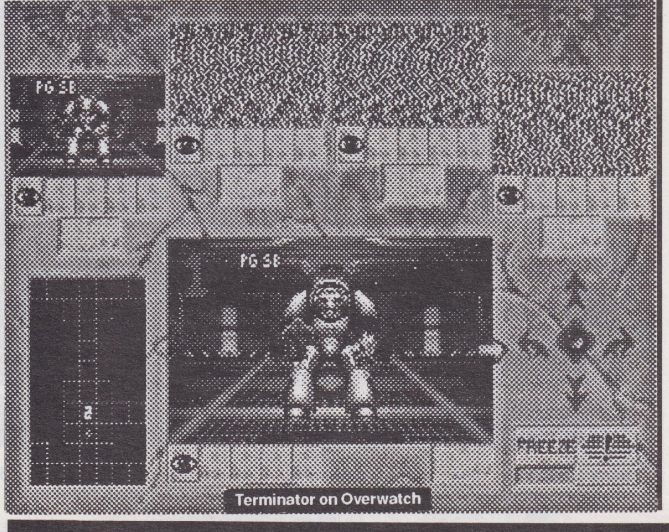
SCIENCE FICTION

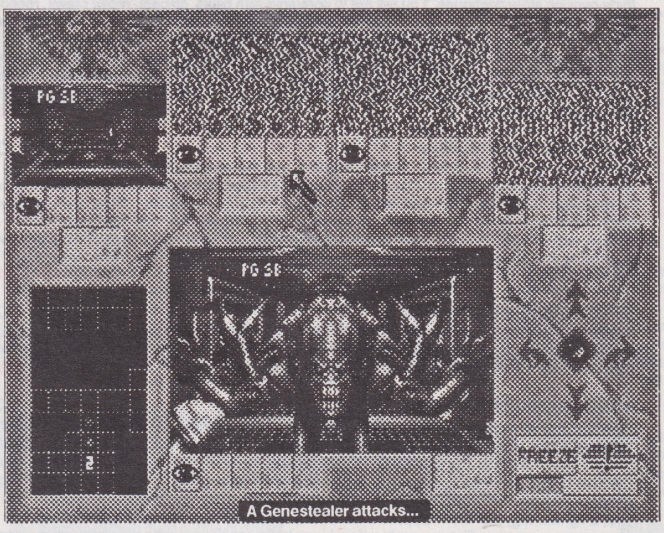
'M' **SSI**
Strange title, but looking to be an excellent game of adventure in the RENEGADE LEGION universe, designed for use with 16-bit computers. Graphics are state of the art with cinematic scenes, isometric views scroll smoothly. You lead a party of 4 and one robot on the planet Monsoon, which is mysteriously covered by a noxious cloud called Tarp. Your renegade legion team must uncover TOG's horrifying plans, and free the locals from slavery. There are ten cities to explore, and game play is 50 - 100 hours. Takes up over 10 meg. IBM Requires: VGA, 1.2 meg disk drive & hard disk. **IBM - $90.00 (Dec)**

REACH FOR THE STARS **SSG**
This is one of the best computer games ever made, and certainly the delight of "number crunchers". It contains two games, Standard and Advanced, which are both very different. It can be played solitaire against 3 computer opponents, or with up to 4 human players, as each player builds up his home world, developing Navigational, Industrial, and Ship Technology, and building up the world's industrial, social and economic levels. This allows population to increase, and colonists can then be sent out to colonise newly discovered worlds. There are 53 star systems, each with up to three planets, which could be hostile or ready to colonise. But the other three players will be attempting the same, and only one can win - so players first build up an industrial base, and then use this to manufacture multiple battlefleets and storm troopers - ready to conquer the galaxy! The game is both an economic and military challenge. Have you ever played in a Play By Mail game in which you wished the turn around was five minutes and not two weeks? Well, that's what this game is like - PBM heaven. This game can be played PBM. Each player does his turn, ends his turn and enters the next players turn, saves, and posts it to the next player. Simply make all battles be to the death. **AMIGA - $45** **IBM - $45** **MAC - $45**

SPACE HULK **ELA**
It's here! The game of the year. The year is 2 247 989 in the 41st Millenium. Join the Space Marine Terminators from the Dark Angels Chapter of the Legiones Astartes as they battle in derelict space craft infested with hordes of vile Genestealers. Players use the top-down tactical map to form battle plans and give orders. You command 5 - 10 terminators in "freeze time", which means real time play with the option of stopping play to give new orders. But freeze time is limited, just like command points in normal Space Hulk. Real-time combat is then viewed 3-D, where you can control any one of your Terminators, as you explore darkened corridors and rooms. Overwatch is the default command for your Terminators, and other orders include opening/closing doors, weapons fire, movement, etc. Weapons include lightning claws, power gloves, chain fists, Thunder Hammer, storm bolters, assault cannons, heavy flamers, and power swords. There are 51 missions, including 5 basic tutorial missions and 9 advanced tutorial missions, and 37 real missions, some of which are in a campaign. Graphics are absolutely stunning, and you get to fight in several different types of space hulks, as well as underground, and includes sparking electric cables, broken pipes hissing steam, Genestealers hiding in walls, etc. The game interface is very simple to use, being mostly point-and-click. You can switch between any of the Terminators using function keys. Sound is also stunning, and even works on your PC internal speaker, featuring the Marines egging each other on, foot-steps on metal grating, Genestealers screaming in the distance, motion detectors announcing movement of blips, etc. *IBM requires 386 or greater, hard drive, 1.44 MB 3.5" FDD, and VGA.* **AMIGA - $80.00 Sept** **IBM - $80.00**


Inside a Space Hulk


Terminator on Overwatch


A Genestealer attacks...

SPACEWARD HO! **NEW**
At last! Another magnificent space conquest game! ***This game is for WINDOWS only*** - you cannot run it from DOS. The game has a slight comic approach (cowboys in space), but apart from that, is the new REACH FOR THE STARS, with a much, much friendlier interface. You can have up to 20 !! players, being a mixture of human and/or computer. The game can even be played with several players via a network. The galaxy size can be from small (with around 40 stars) to humongous - with around 169 to 300 stars! Galaxies can be round, spiral, random, circle, or grid, and are always different. They can be dense or sparse in resources. There five technologies, with (I believe) unlimited levels: range, speed, weapons, shields, & mini (miniaturization). With these you can design all of your own ships, which are fighters (warships), scouts, colony ships, and satellites (static defense stations). There are two types of planets: colonisable, which require terraforming, mining, and defending; and resource, which require mining & then abandoning. Resources are metal, & as you build more & more ships, you'll run out of metal. Which is where mini tech comes in: once you've got higher mini levels, you'll have to scrap old metal-hungry ships, & build new ones that use less metal. All economic & technological aspects of the game are controlled by bar graphs, using point and click. Absolutely brilliant, with great graphics, easy to follow menus, and dozens upon dozens of hours playing time. (For a humongous game with hundreds of stars, the save game file can be over 800,000 bytes!) The computer even learns from what you do. It will copy your player names & ship names, so in multiplayer games, you will not know who's who! *Requires: Windows, EGA or VGA, mouse, hard disk, 1.2 MB 5.25" or 1.44 MB 3.5" FDD.* **$90.00**

STRIKE COMMANDER **ORI**
This game is absolutely nothing like WING COMMANDER. If you want a fast action shoot'em up, then don't buy this game. This game is like a *real* flight simulator - that is, it's flippin' hard to hit anything at all - a plane or even a ground target. Taking off is easy, and though landing is not, the computer can always auto land you if desired. But everything else takes lots and lots of practise, even trying to do a tight 180 degrees. Graphics are, however, stunning. A game pop-up option panel lets you play with all the various levels of graphics, and you can end up with entire cities, with roads, fields, buildings, etc; and the aircraft graphics are just as good. Definately a game for the real flight sim buffs. *Requires 386 or higher, DOS 5.0, 4 MB RAM, VGA, 27-33 megs on hard disk, 1.44 MB 3.5" FDD & does not support disk compression utilities.* **IBM - $125.00**

WING COMMANDER **ORI**
This game is without doubt the best computer game ever designed, both with unequalled graphics and playability. The game is a flight simulator set in the year 2654 AD, in which mankind is locked in a desperate war against the murderous Kilrathi aliens. The game links each flight together in a stunning campaign, and you will fly 20 missions out of a total of 40, and which 20 missions you will fly depends on how well you do. With each flight, you have the option of speaking with other pilots to learn tactics and hints, a briefing where you are told your mission, and then follows a stunning sequence as pilots scramble to their fighters, to be catapulted into space (even better graphics than BATTLESTAR GALACTICA!) There are four different fighters to fly, each with their own four cockpit views, different weapon loads, shields, armor, and manoeuvrability. The game is very simple to learn, with a tutorial provided. You will be given missions to escort and protect friendly capital ships - from slow, ponderous tankers to 700 meter long carriers, to fighting deadly dog fights against five enemy fighter types (and watch those Jalthi, with 6 guns they are murderous!), and you will also be given missions to hunt down and destroy enemy destroyers, tankers, and carriers. The game is simple to learn, difficult to master, and has no boring moments, an autopilot removes any waiting during travelling. *IBM requires 1.44 MB 3.5" FDD, hard disk, VGA, 286 or better.* **Note New Cheaper Prices** **IBM - $50.00** **AMIGA - $50.00**

WING COMMANDER # 1 DELUXE **ORI**
This contains WING COMMANDER # 1, and SECRET MISSIONS 1 and 2. SM # 1 is the first sequel to WING COMMANDER, and players can transfer their character to this mission. The Kilrathi have designed a new super-weapon, and have destroyed an entire colony before fleeing into their space. But your carrier has been given the task of hunting this ship down and getting revenge. There are 16 new missions linked in a campaign, but the enemy are thick and fast - over 250 enemy fighters and capital ships to destroy! Has four new ship types, plus a mission selector for WING COMMANDER. SM # 2 is the second sequel to Wing Command, and the hardest yet. A newly joined ally of the Confederation is beset by hundreds of Kilrathi ships, and when one enemy carrier & it's fighters defects, you are sent on a deadly undercover mission to save them. You will fly an enemy fighter (with stunning graphics!), and battle 16 missions before you can save the new allies. *Requires 1.2 MB 5.25" or 1.44 MB 3.5" FDD, VGA & hard disk* **IBM - $80.00**

WING COMMANDER II **ORI**

The best game has just got better! This is a sci-fi space ship simulator, with over thirty different missions to fly, each mission being linked together with character interaction and storyline, with graphics so stunning you will think you are at the movies! The year is 2664, ten years since the TIGERS CLAW was destroyed by Kilrathi stealth fighters, and you, the finest pilot of the Confederation, were framed by human traitors as being responsible for the disaster, before being court martialled and sent to a backwater outpost. But after ten years of boredom, the war suddenly approaches your sector, and you are thrown into combat once again. You get to fly five new fighters, including a jump-capable fighter-bomber. Larger fighters now have rear or flank turrets, which you can also control, and capital ships can now be taken out with one or two hits by new killer torpedoes. You will be stationed on a space station, planetside, and on a new space carrier, as you battle against murderous Kilrathi aliens - but watch your back, there are human traitors aboard the carrier, and they are picking off your fellow pilots one by one! New graphics for take-off and landing sequences will leave you stunned, as will improved graphics following character interaction as the thirty mission story continues. You will get to converse with pilots, officers, repair crews, renegade Kilrathi, and so on. The new Kilrathi fighters and ships are more deadly than ever, and your mettle will be put to the test. Any friendly wingmen can eject from destroyed fighters, and if you fly the two heaviest fighters, you can retrieve these pilots with your rear tractor beam. (The graphics of ejected wingmen spinning helplessly through space while sitting in their chairs is amazing.) The game takes up 11 to 15 meg on the hard disk! Requires: hard disk, 1.2 MB 5.25" or 1.44 MB 3.5" FDD, 286 or better, and VGA.

IBM - $90.00

SPECIAL OPERATIONS # 1 **ORI**

This is the first sequel to WING COMMANDER II, and it is certainly the hardest yet. Not only are the Kilrathi beginning to mount a new offensive, but a Federation strike cruiser, complete with full complement of fighters, has mutinied, and it is your job to save the day. There are sixteen missions, each connected by cinematic sequences and intrigue. You will fight both Kilrathi and pirates, and must try to help those mutineers who want out back to Confederation space, while destroying the pirates. Then you have to deal with the Kilrathi strike fleet. *Note: requires 1.2 MB 5.25" or 1.44 MB 3.5" FDD, & hard disk.*

IBM - $40.00

SPECIAL OPERATIONS # 2 **ORI**

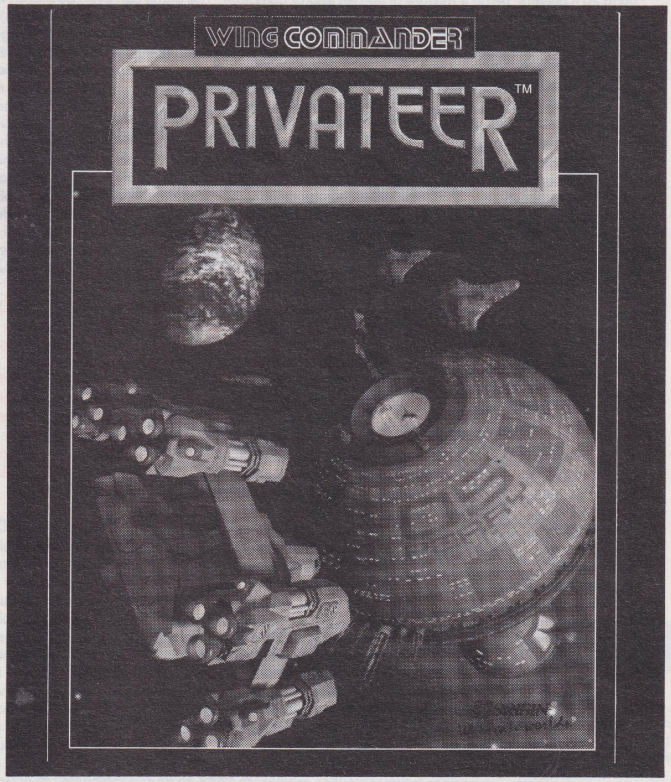
Twenty new missions, where you can fly a new superfighter armed with tactical nukes! You fly undercover missions, meeting new wingmen and old enemies. Includes mission selector for WC2. *Note: requires 1.2 MB 5.25" or 1.44 MB 3.5" FDD, & hard disk.*

IBM - $40.00

WING COMMANDER PRIVATEER **ORI**

Now this game is going to be big. Set in the Wing Commander universe, you are a privateer, playing the part of a pirate, merchant, and mercenary, out to make a quick buck in the face of the Kilrathi-Terran conflict. The game features a complete universe, with nearly 60 bases and 90 solar systems to visit. Adventure, trade, and exploration are limitless, even once the main game is completed. You select your own ship, and can modify it from profits you make from trading. You can pilot a fighter, tug, merchant ship, or a scout ship you inherited from your grandfather. You can even make your own alliances and profession, whether to be a pirate, merchant, or mercenary. Battles are no longer just to blow up the enemy - everyone wants to nab everyone else's cargo! You can accept an infinite variety of missions from Mission Computers, Mercenary Guilds, and Merchants Guild, or follow deals set up by fixers. *Requires 386 or better, 2 MB RAM, VGA, 1.44 MB 3.5" FDD, hard disk.*

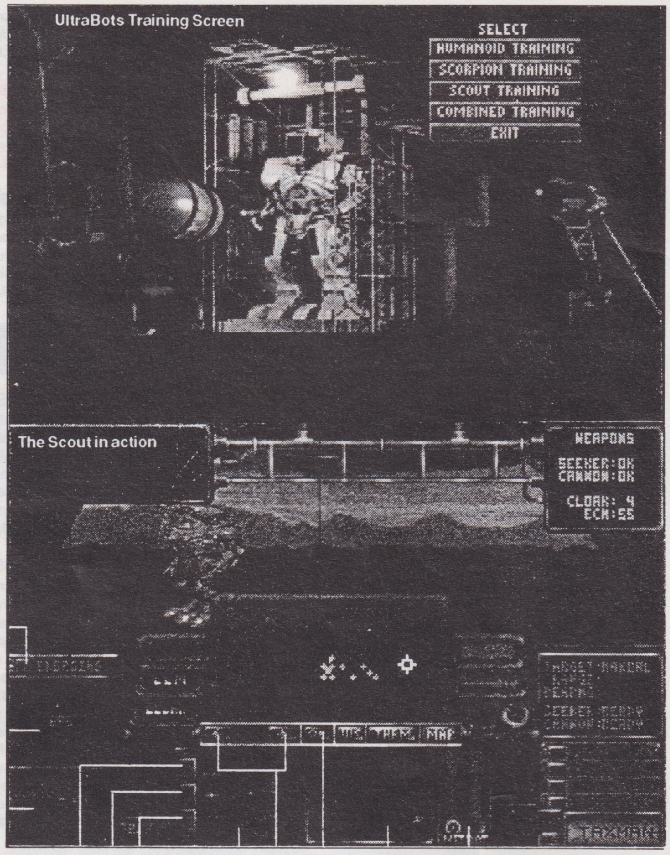
Due early '94? $110.00



ULTRABOTS **ELA**

Okay mech-heads - this one's for you. This game is set in the future, when a race of aliens invades Earth, nukes the stuffing out of it, and then sets up automated bases and factories, with automated mecha defending them. But humans have captured and copied the mechs, and the battle's on. Graphics and sound are both without compare. You get to pilot three mechs, each with it's own stunning cockpit. You pilot lightly armed but fast scouts, powerful warrior mechs, and scorpion-style net builders, including tactical nukes. All mechs receive their power from a grid of "net" stations, and to extend this net you have to lay more stations, which is quite easy. Any mechs can be put on auto, with a whole range of commands. World details are magnificient, ranging from dawns to golden sunsets. There are training missions and a campaign in which you fight over the whole world. Each mission usually gives you around 6 to 9 mechs, which can be repaired if necessary. The enemy usually has from 10 to 12. To win you have to take out the enemy base, and as this is always beyond your net-grid, you either have to build a net-relay up to their base, or keep sending mechs back to your grid to recharge their batteries. Good fun! *Requires 386 or better, 1 MB RAM, VGA, mouse, hard disk, 1.44 MB 3.5" FDD.*

IBM - $90.00

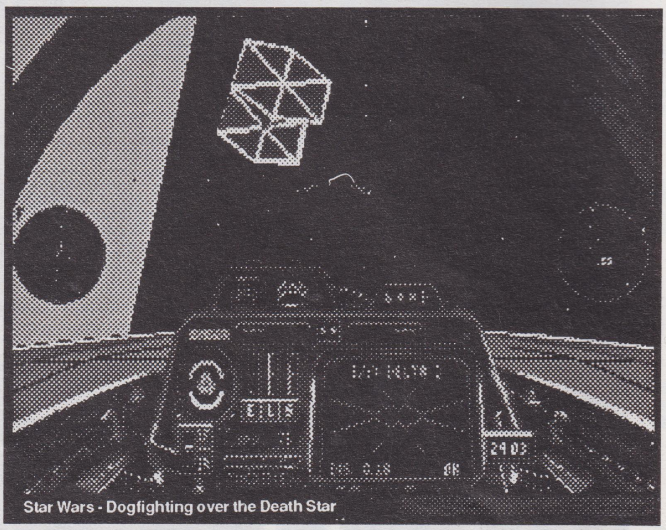


X-WING: STAR WARS FLIGHT SIM **LUC**

So much for waiting with baited breath. Unless you have access to some excellent share-ware editing programs written for X-WING, don't waste your money. As it comes in the box, this is the most frustrating and annoying game I have *ever* played. The game is *very* difficult, and you literally have to spend dozens of hours practising the historical training missions before you learn exactly how the TIE fighters fight, and how to down them with just two shots. The TIE fighters are so manoeuvrable that they run rings around X-Wings and Y-WIngs. The A-Wing, however, is fast and small enough to be able to absolutely shred the TIEs. But the really irritating aspect of the game is the Tour of Duties. There are 38 missions, arranged in 3 Tours. But the catch is that if you cannot succeed in obtaining your mission goals, you cannot proceed onto the next mission. You get to keep your kill scores, and you go up in experience and rank, but you have to go back and do the mission again, and again, until you succeed. And succeeding in many missions is almost impossible, and for the average man on the street, *it is* impossible. For example, you may have to protect a corvette, frigate, and three shuttles, from 12 TIE bombers and endless hordes of TIE fighters. But regardless of how well you do, at least one shuttle is always destroyed by the TIEs, and you fail the mission - and that's it. You don't *ever* proceed onto the next mission. At least in Wing Commander, when you fail a mission you are penalised in the next one.

If you *do* have access to one of the share-ware programs, or learn how to edit the game with a hex editing program, then you *will* have endless hours of fun. You can change all of the fighters you fly into A-Wings for dogfighting, and X-Wings for attacking capital ships. The actual dogfighting is magnificent, with superb graphics and sound. You even get to dogfight over the surface of the Death Star. My record number of kills is 122 enemy TIE bombers & shuttles in one mission, which took 45 minutes. That was *great* fun! Blowing away countless buildings on the Death Star's surface is also loads of fun, as is taking out capital ships such as corvettes, etc. Those Star Destroyers are tough little numbers, but it can be done. *Requirements: hard disk, 1.44 MB 3.5" FDD, VGA, 386 or better, 1 MB RAM.*

IBM - $90.00



Star Wars - Dogfighting over the Death Star

FANTASY

FIRE KING **SSG**

A lone hero or heroine goes on a quest for adventure, searching the land's darkest nooks and

cranies for treasure and evil foes. Features arcade style action with 3-D graphics. Players meander around the Fire King's Realm, looking at the wondrous sights, dealing out rough justice to various creepy crawlies, and pocketing anything they find of value! Action a-plenty for those brave enough to venture from the castle's comforts. *Requires 3.5" FDD.* **IBM - $45.00**

LORD OF THE RINGS, Part II **EA**
This covers the second part of the Lord of the Rings, being THE TWO TOWERS. You will travel through the Forest of Fangorn and meet the ents, go over mountain passes, through a great fortress cave complex, a ghastly marsh, and the Two Towers. Includes an enhanced interface, digitised speech, and colorful animations. The game can be played alone, or as a carryon from the first game. *Note: requires hard disk, 1.2 MB 5.25" or 1.44 MB 3.5" FDD, VGA.* **IBM - $80.00**

POPULOUS II **BUL**
For all you people who've been delighted by Populous, you'll love this carry on. 32 Greek mythical gods would like to challenge you, and each has his or her own skills and weapons. Graphics are greatly improved, & you will be delighted as your little people build all forms of Greek architecture. There are apparently 1,000 worlds to battle in, & you don't progress up to the next Greek deity until you've beaten the previous one - Zeus is the last and is the "umpire" of all games. If you do well, he'll reward you, if not, he'll be disappointed. The game involves you & the computer player each starting with a small number of people. You have to guide your own in building houses, villas, and cities. The better you build, the quicker they populate. The more people you have, the more divine power you have, and then you can inflict divine disasters against the enemy. (The world is too small for two deities, and one will have to leave...) Very, cute graphics. (You should see the vegetable head people!) Requires: 1.2 MB 5.25" or 1.44 MB 3.5" FDD, hard disk, VGA.
Note Special Prices **AMIGA - $40.00** **IBM - $40.00**

ULTIMA VII Part Two: Serpent Isle **ORI**
You explore the Serpent Isle, where you discover a grave imbalance between the forces of order and chaos. Adventure deep into frozen wastes & chart the mysterious interdimensional Ethereal Void. There are new large close ups of all characters, almost photo quality. There is improved inventory control, with a full screen picture of your character, showing all clothes & weapons, and there are new magical powers, etc. *Requires 386 or better, 2 MB RAM, hard disk, VGA, 1.44 MB 3.5" FDD.* **IBM - $110.00**

WARLORDS **SSG**
1 to 8 players can participate in this large strategic fantasy campaign. Set in the medieval-fantasy world of Illuria, a fragile peace treaty has expired and after quickly dispensing with any pretence towards peaceful negotiations, all eight nations declare war on each other in a race to gain supreme power. The mechanics are simple, and include diplomatic ventures, economic restraints, production of military units and strongholds, and exploring for magical talismans or allies, such as dragons, ghosts, wizards, etc. There are 80 cities to conquer, 10 terrain types, 16 troop types and races, and terrain-racial combat modifiers. "Treat your defeated foes with the contempt they deserve - and off with their heads!" says the blurg on the box, which well sums up the friendly atmosphere. (We have been asked by customers to add a warning to this game - it is extremely addictive!)
Note: the IBM version is an improved version. **IBM - $50.00** **AMIGA - $50.00** **MAC - $50.00**

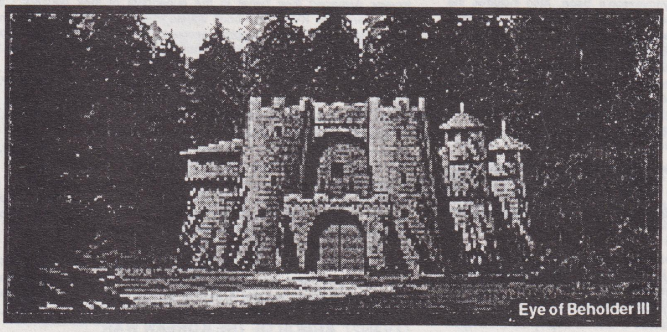
ADVANCED DUNGEONS & DRAGONS

CITADEL OF THE BLACK SUN **SSI**
This game is due? **IBM - $70.00**

DARK SUN - Shattered Lands **SSI**
It really boggles my mind that a company like SSI will spend thousands of dollars putting full color ads of a program such as Dark Sun in countless magazines - and then not even release it for another two years! Basically, Dark Sun is using a new *vehicle*, and this vehicle is full of bugs. They promise that they will remove the bugs and release the game - claiming December as a date. Time will tell. The game is about adventuring in the savage Dark Sun world of Athas, in an endless wasteland, containing a handful of cities ruled by thousand year old sorcerer kings. Your party begins as slaves in the city of Draj, condemned to die as gladiators in the arena. You have to escape into the hostile wilderness, join with other slaves, and create a rebel force powerful enough to destroy the evil king's army. The game takes full advantage of 16-bit computers. Contains new races and monsters, with higher characteristics, over 200 spells, Pool of Radiance style combat, and 50 - 100 hours game play. Takes up over 10 meg. *Requires: VGA, hard disk, & 1.44 MB 3.5" FDD, 386 or better.* **Due December IBM - $90.00**

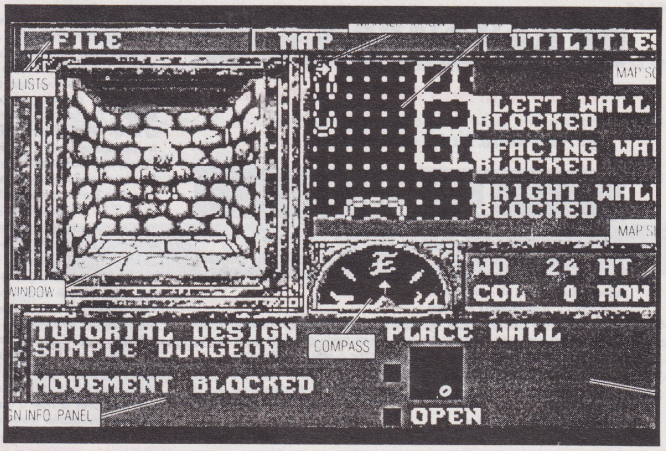
EYE OF THE BEHOLDER II **SSI**
This sequel of EOB # 1 includes a haunting forest on the way to the dread Temple of Darkmoon, a catacomb, and three large towers. Graphics are improved, and there are lots of new, smarter, meaner monsters - and some of the nastiest ones are humans. You can transfer in characters from the first game, and they can reach 13th level. Comes with EGA and VGA.
Note: requires hard disk and 1.2" meg disk drive. **IBM - $70.00** **AMIGA - $70.00**

EYE OF THE BEHOLDER III **SSI**
Prepare to enter the ruins of the city of Myth Drannor in the Forgotten Realms world, where you have to steal an artifact of divine power from the dread liche Acwellan. Journey through a graphically stunning forest, manusoleum, temple and guilds, each filled with puzzles and traps. Game play is 40 to 100 hours, and features heaps of monsters, new monster allies, and you can use characters from EOFB II. *Requires hard disk, 1.44 MB 3.5" FDD, 386, mouse, VGA.* **IBM - $99.00**


Eye of Beholder III

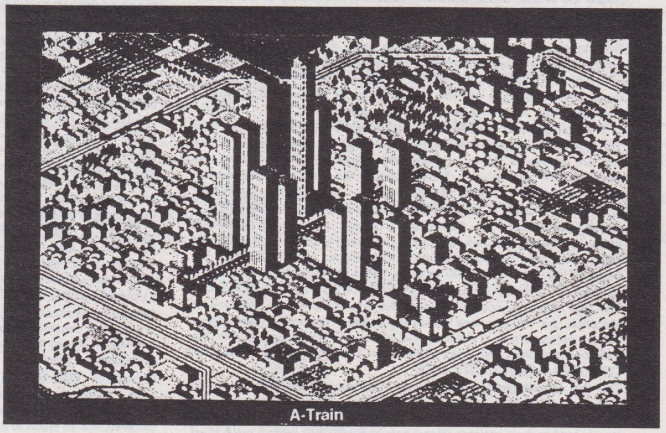
SPELLJAMMER Pirates of Realmspace **SSI**
You are the newly commissioned captain of a Spelljammer space ship, venturing into space in the Forgotten Realms. Your aim is to destroy a Neogi command ship, while battling monsters, mutineers, pirates, etc. 40 - 60 hours playing time, with ship to ship and boarding combats. Graphics have stunning 3D views of space, and there are three levels of play. Ship combat is real time, while ground combat is turn based. *Requires: VGA only, requires hard disk, 1.2 MB 5.25" or 1.44 MB 3.5" FDD.* **IBM - $80.00**

UNLIMITED ADVENTURES **SSI**
You've probably noticed that there are not many AD&D titles left - but not to worry! This game is in fact an AD&D game builder, or construction set! You can build maps with an easy to use grid screen and link them with teleporters, doorways, and stairwells. Choose characters from 112 monsters and NPCs. Design dungeons of your dreams. There is a complete scenario included, which can even be edited. You can use 200 classic art images included, digitised pictures from AD&D, import original art files, combat uses the strategic overhead phased system, and there is easy backup. *Requires 286 or better, VGA, hard disk, 1.44 MB 3.5" FDD.* **$90.00**



MISCELLANEOUS

A-TRAIN **MAX**
The people who brought us SIMCITY have now brought us an equally gripping rail building game. You start the game with an open space and a small bank loan, and build yourself an empire. You build railroads and business empires with easy menu choices. Survey your realm and check the status of all your trains with the satellite view. Detailed reports track your business holdings and urban development. There are 19 different locomotives to choose from 3 continents, and you can diversify your portfolio by buying and selling up to 24 different OTC stocks. But be careful, because if the stocks crash, you will too. There are six different scenarios, you can build high-rise offices, department stores, hotels, golf courses, amusement parks, stadiums, ski resorts, etc. *Requires EGA, VGA, hard disk, 5.25" or 3.5" FDD.* **IBM - $90.00** **AMIGA - $90.00**


A-Train

A-TRAIN CONSTRUCTION SET **MAX**
A companion for A-TRAIN, this allows you to build landscapes, place tracks and trains, develop towns and cities etc, without any money restraints. You can modify scenarios or build new ones, you can move mountains, create rivers, lakes, make fields, orchards, modify saved games, run up to 27 trains at once, etc. *Requires as per A-TRAIN.* **IBM - $50.00** **AMIGA - $50.00**

SIMCITY **MAX**
This is one of the most original and addictive computer games available - you are a city planner, given the task of designing a city that will grow and develop to successful proportions. There are six preset scenarios, each with a given task for you, the city planner, to resolve. But there are also dozens of blank maps to work on, including islands and river sites, upon which you can build a city from scratch. You control where to place roads, highways, and railways, and residential, commercial, industrial areas, plus airports, harbours, fire stations, police stations, sports stadiums, etc. The goal of the game is to please the population, in which case they will stay in your city, and others will migrate, but the people are fussy, and will complain about traffic congestion, pollution, housing costs, taxation levels, unemployment, crime, and so on. You can control each of these factors by building better road systems, keeping industry away from residential areas, lower taxes, and so on. And the challenge to meet is to build a city up to 500,000 population (and I know of only one person to have reached this target!). The graphics and animation are superb, and game mechanics are all pointer controlled, and easy to use. Thoroughly recommended! *Requires hard disk, CGA, EGA, or VGA, 3.5" or 5.25" FDD.* **IBM - $80.00** **AMIGA - $80.00**

FAULTY PROGRAMS

If you have received a faulty disk for any reason - do not send it back to us! If you do, it will sit in our damaged section until someone has time to send it off to be repaired. Instead, give us a call or a letter, and we will give you the details of the Australian company which distributes the game. This company will give you a Return Authorisation number so that you can return the disks to them, they will fix the disks, and then send them straight back to you. This way you cut us out from being the middle man, and will get your repaired disks much sooner than otherwise.

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COLOR CODE

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ANIMAG

Why did we include a magazine dedicated to Animi? Because, (A) - it does have some relevance to the gaming fratenity: all those vivid, hi-tech cartoon slugfests between massive mecha combat vehicles & their young, glamorous pilots were the genesis for Robotech & Battletech. And (B) - we like alluring, doleful-eyed heroines! Each issue features extensive articles on Japanese TV and movie animation - with colour & black 'n' white sketches, stills, and diagrams. Publication regularity is fairly poor.

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WHITE WOLF

A bi-monthly role playing magazine published by White Wolf. It features a mix of articles, scenarios, and regular columns and heaps of reviews. Although published by White Wolf it has an independent outlook, and recent games featured include ShadowRun, TORG, Vampire, Cyberpunk, Ars Magica, Werewolf, Pendragon, Call of Cthulhu, etc. It includes both color and black and white plates, and space is also given to PBM, and regular features on artists and their superb works. 80 pages. A percentage of proceeds acutally a real live wolf pack.

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GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc.) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

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INTERFACE

A great little quarterly B4 publication by Prometheus Press devoted entirely to Cyberpunk 2020. This is quite worthwhile for players of any near-future RPG. Articles cover such topics as new equipment & weapons, megacorporation profiles, short fiction, alternate character classes, net programs, NPC profiles, and so forth. The standard of artwork and layout is very good, well worth a look if you play the game. Publication regularity is good, but having only four issues a year makes the wait a bit lengthy.

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JOURNEYS

The latest offering form Games Designers Workshop, this monthly magazine will mainly deal with their new cross-genre RPG, Dangerous Journeys. As a consequence Gary Gygax should feature quite prominently. Article definition will include esays by prominent designers, industry news, reviews, plus an assortment of RPG adventures & supplements. The contents will cover games other than Dangerous Journeys. Publication regularity should be good - the first issue is due to roll Aug/Sept.

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RUN 5

Strategic Studies Group's excellent computer journal. As one would expect, the entire magazine is dedicated to SSG's range of excellent fantasy & military computer simulations. Each issue of this Australian publication features articles on designer's notes, computer-game reviews, detailed variant scenarios, strategy tips, and general articles covering gaming technique & mechanics. Unfortunately this magazine has a notoriously bad printing schedule! Publication regularity is almost non-existent.

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DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D, with a veritable treasure-chest of articles, adventures, & ads(!) for Forgotten Realms, Dark Sun, etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

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UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and other related miscellany. Everyone who enjoys Chaosium's superb horror RPG would be well advised to invest in this magazine. Quality material by known English and Australian authors are regularly included. Publication regularity is slow.

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DUNGEON

TSR's bi-monthly publication specifically dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at least four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventures are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

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A glossy, monthly English magazine solely dedicated to Games Workshop products. Enthusiasts of Warhammer RPG, Warhammer Fantasy Battles, Warhamer 40K, Space Hulk, Space Marine, and all the rest, will find this invaluable. Articles cover adventures, scenarios, new rules, variant counters, backgrounds, and the like. Every issue contains photographs & specifications for new Citadel releases, plus colour pages highlighting superb miniatures painting! Publication regularity is very good.

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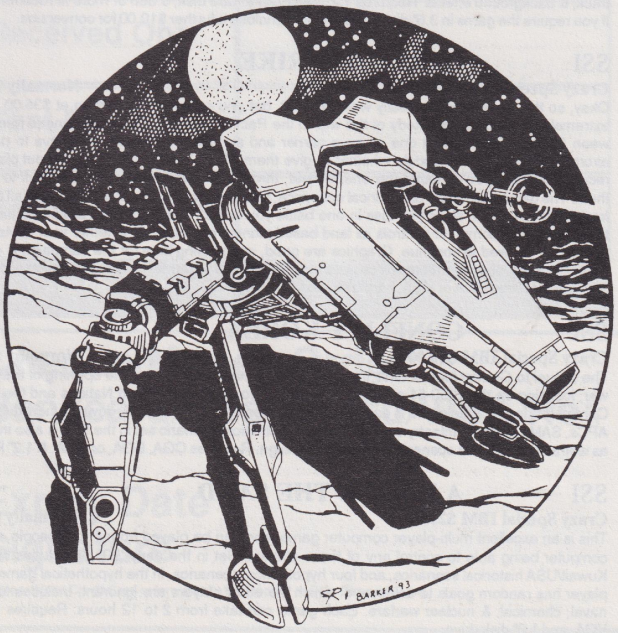
These two sourcebooks are must haves for playing either BattleTech or Mechwarrior. They contain a history on that Clan's evolution, an account of every single action that Clan was involved in during the invasion of the Innersphere, summaries of the TO&E of that Clan, and then detailed information on every single Clan star, giving each mechwarriors name, experience, and profiles on many commanders. All orders for both books will receive a free copy of *White Metal*.

Wolf Clan Sourcebook **Crazy Special $18.00** **Normally $30.00**

Without doubt the iiClan of the Clans (I'm not biased, really!) These dudes are mean, they have conquered more of the Innersphere than any other Clan, and did the best on Tykkayid. They also treat their conquered worlds with understanding & sensitivity, but factions still strive within.

Jade Falcon Sourcebook **Crazy Special $18.00** **Normally $30.00**

The archrivals of Clan Wolf. In fact, now that Tukkayid has forced a truce on the Clans, the Falconers seem to be more interesting in invading Wolf space than Spheroid space. We could see a war between these two soon. This Clan learnt a few humiliating lessons from Kurita.



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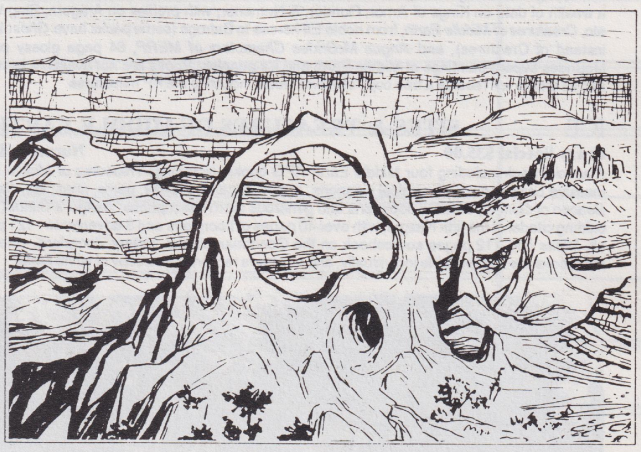

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Welcome to ShadowRun, the future in the year 2053. The world has undergone a metamorphisis, with the races of elves, orcs, trolls, dwarves, and dragons returning to the world of men, along with dangerous magic. But technology is up there too, and men are now a combination of human flesh and cybernetic implants. These six novels will introduce you to this dark, chilly future. All orders for all 6 novels will receive a free copy of *White Metal*, with photos of ShadowRun miniatures.

Never Deal With A Dragon **Crazy Special $6.00** **Normally $11.00**

Sam Verner wants out from his corporate occupation to search for his missing sister, but the extraction is not going to be easy.

Find Your Own Truth **Crazy Special $6.00** **Normally $11.00**

Sam travels to Australia looking for a talisman to help free his sister.

Choose Your Enemies Carefully **Crazy Special $6.00** **Normally $11.00**

Sam goes to England searching for his sister, but a dark, dark secret awaits him in the shadows.

2XS **Crazy Special $6.00** **Normally $11.00**

Something's out there beyond human understanding - something foul & alien.

Changeling **Crazy Special $6.00** **Normally $11.00**

Peter Clarris is changed into a troll - and is shunned and rejected by all his friends & contacts.

Never Trust An Elf **Crazy Special $6.00** **Normally $11.00**

Some say dragons are the most powerful beings on Earth, but certain elves disagree with that belief in the strongest, most violent terms.

ROLE PLAYING GAMES

TSR DARK SUN BOXED SET

Crazy Special $25.00 **Normally $40.00**

The AD&D campaign boxed set of Athas, a bleak desert world where metals are scarce, and magic consumes the cruel land's very essence. This dark fantasy campaign world features 3 new PC races, the Muls, insectoid Thri-kreen, and half giants; three new PC classes, gladiator, Templar, and Defiler, plus high ability scores, etc. Includes maps, and five rulebooks. Note: you must have the Complete Psionics Handbook to use this boxed set. All orders will receive a free copy of *White Metal*.

TSR FORGOTTEN REALMS BOXED SET First Ed

Crazy Special $15.00 **Normally $35.00**

Okay, so this *isn't* the new Forgotten Realms campaigning setting boxed set that's due out in August, but it isn't $70.00!! either. And it's always been a top seller, and still introduces players to the most popular AD&D campaign setting. It contains a cyclopedia (96 pages) of the Realms, including information on major personalities, places of interest, & items of wonder; a DM's sourcebook (96 pages) of the Realms, being a campaign guide with two ready to play adventures, plus four 21 x 32 color maps. Not bad for $15.00.

TSR AD&D HISTORICAL REFERENCE

Crazy Special $50.00 **Normally $90.00**

It's about time that TSR did something like this. These three historical reference books make it possible for AD&D players to adventure in famous ancient & medieval cultures of our past, with

those cultures represented as their inhabitants viewed them.

HR1 Vikings **Crazy Special $20.00** **Normally $30.00**
96 page sourcebook for Norse campaigns, including Rune magic, classic monsters, Viking culture, historic background, longship deckplans, treasure, etc.

HR2 Charlemagne's Paladins **Crazy Special $20.00** **Normally $30.00**
The period of the Holy Roman Empire and Charlemagne's wars against the saxons, and spiced liberally with folklore, and the beginnings of chivalry.

HR3 The Celts **Crazy Special $20.00** **Normally $30.00**
Historic and fantasy setting including Sidhe and Fomorian characters, traditional monsters, equipment, weapons, Celtic culture and society, forts, geographic notes, etc.

TSR DRAGONLANCE ADVENTURES

Crazy Special $5.00 **Normally $20.00**
A 128 page hardback book featuring details on Krynn, plus stats and figures on the unique races and creatures that populate the land. Also includes the history of Ansalon, as well as a detailed appraisal of the Knights of Solamnia & the wizards of High Sorcery.

GDW MYTHUS MAGIC

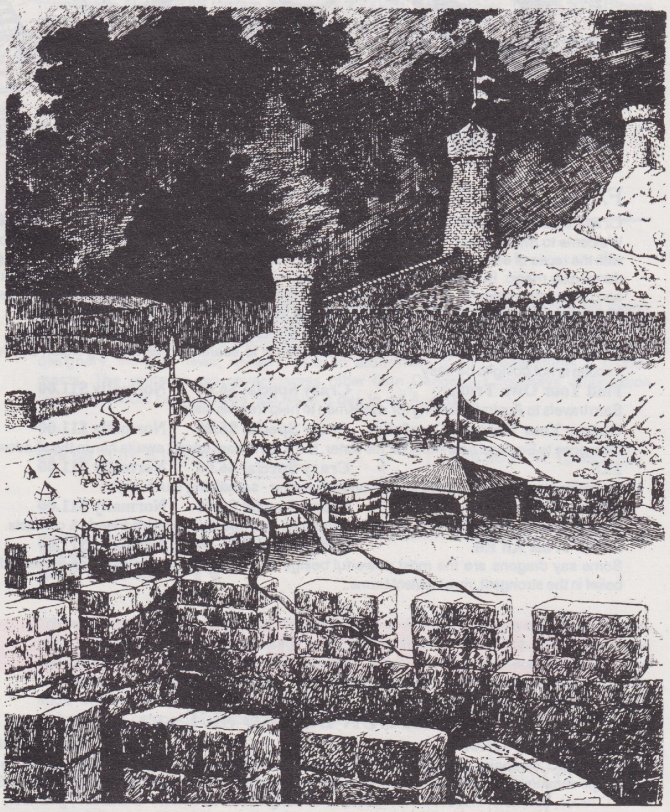
Crazy Special $22.50 **Normally $37.00**
An extremely thick book (382 pages) by Gary Gygax, that is a must have for anyone who plays Mythus RPG. This book expands the magick rules and heka powers of Mythus, and has over 1,000 spells listed for mages (with 5 schools), priests (with 5 Ethos'), and 15 other archetypical castings, plus more magic items. Also has rules for creating new spells.

ICE INHABITANTS OF MIDDLE EARTH PAK

Crazy Special $30.00 **Normally $76.00**
A special pack including four Middle Earth RPG books, including: *Lords of Middle Earth Volume # 1,* 112 pages detailing the elves, Valar, Maia, & Great Enemies; *Lords of Middle Earth Volume # 2,* a wealth of data on Kings of Arnor, Gondor, & Numenor, with profiles on Aragorn, Ring Wraiths, etc, *Creatures of Middle Earth,* from noble Elf horses to Balrogs (some packs have *Ghost Warriors* instead of Creatures), and *Angus McBrides Characters of MERP,* 64 page glossy pages of McBrides superb paintings of Middle Earth and it's peoples. Books are *not* available individually, and all orders will receive a free copy of *White Metal,* including MERP miniatures.

ICE SITES & TREASURES OF MIDDLE EARTH

Crazy Special $35.00 **Normally $103.00**
A special pack including four Middle Earth RPG books, including: *Treasures of Middle Earth,* a massive compendium of magical weapons, armor, apparel, jewelry, gems, rings, etc; *Calenhad, Beacon of Gondor,* detailed floorplans and generous room descriptions; *Nazgul's Citadel,* the forbidding citadel of the fifth Nazgul, with over 40 pages of floorplans and 3 adventures - 121 pages in all; *Minas Ithil,* 112 pages sourcebook on the Gondorian capital, history, floorplans, color maps, etc. Books are *not* available individually, and all orders receive a free copy of *white Metal.*



MINIATURES RULES

GRE FANTASY WARRIORS

Crazy Special $40.00 **Normally $70.00**
Feel like trying a fresh approach to fantasy miniatures gaming? Here's your chance. These rules are superb. There are no values for weapons or armor, instead, you merely cross reference the weapon against the armor, and find what you need to throw on a 1D6 to score a kill. Certain troop types have saving throws, and the kill throws are modified by things such as champions included in the unit, whether the unit has attack or defend orders, which unit has superior quality troops, if your unit is disorganised (cause by navigating any rough terrain), if the enemy has no shields, etc. Command structure is brilliant, with your warchief sending order counters by messengers or couriers to your battle leaders, who then take a test to see how they react to the command (eg, leaders with low values may not even understand the order!), and then the order is passed onto the unit. Units may include specials such as leaders, champions, musos, bearers. Certain individuals may also prance freely around the battlefield, such as priests, soothsayers, heroes, banner bearers, heralds, scouts, and couriers. Game includes rules, ref sheet, 51 plastic orcs, 51 plastic dwarves, 140 full color counters, ruler, army lists, etc. All orders will receive a free copy of *White Metal,* which features B&W photos of most of Grenadier's range.

MINIATURES

GRE GRENADIER 25mm ARMY PACKS

Crazy Special $160.00 **Worth $335.00**
Grenadier UK have marketed four complete armies for use with their *Fantasy Warriors* game, though the figures can be used with *Warhammer Fantasy* just as easily. Each army comes in it's own compact box, and comes complete with battle leader or warchief, standard bearers, musicians, unit leaders, heroes, etc. The perfect way to buy the perfect mix of figures. Orders for all four packs will receive a free copy of *White Metal,* and all are also available separately.

Wood Elves Army Pack **Crazy Special $50.00** **Worth $91.00**
Contains 1 Battle leader, 7 swordsmen, 7 spearmen, 8 archers, 3 standard bearers, 2 musicians, 3 unit leaders, 1 herald, 1 hero.

Barbarians Army Pack **Crazy Special $45.00** **Worth $70.00**
Contains 1 King, 1 banner bearer, 1 herald/musician, 2 unit leaders, 2 standard bearers, 8 archers, 9 infantry.

Late Medieval Fighting Men **Crazy Special $50.00** **Worth $96.00**
Contains 1 Battle Leader, 6 foot knights with 2 handed swords, 10 polearms men, 10 archers, 3 unit standard bearers, 2 champions, 1 musician, 3 unit leaders, 1 hero foot knight.

Undead Army Pack **Crazy Special $45.00** **Worth $78.00**
Contains 1 warchief, 1 giant, 9 spearmen, 8 archers, 2 standard bearers, 1 necromancer, 1 musician, 2 unit leaders, 1 champion.

RAL RAVENLOFT 25mm MINIATURES

Crazy Special $18.00 **Normally $41.00**
A set of three blisters of true 25mm figures, designed for Ravenloft, but usable with any other horror RPG of that perod.

INDIVIDUAL PRICE LIST	Crazy Special	Normally
RAL11105 Village Mob (7)	**$9.00**	**$18.00**
RAL11106 Village Personalities (4)	$6.50	$13.00
RAL11107 Goblyns (3)	**$5.00**	**$10.00**

RAL DARK SUN 25mm MINIATURES

Crazy Special $18.00 **Normally $41.00**
A set of three blisters of true 25mm Dark Sun miniatures.

INDIVIDUAL PRICE LIST	Crazy Special	Normally
RAL11709 Half Giants (2)	**$10.00**	**$20.00**
RAL11710 Jozhals (5)	$5.50	$11.00
RAL11711 Belgoi (3)	**$5.00**	**$10.00**

COMPUTER GAMES

ORI ULTIMA VII The Black Gate

Crazy Special IBM $35.00 **Normally $110.00**
This huge game is an absolute bargain for this crazy price. It is set 200 years after Ultima 6, and though the society in Britannia has advanced, an incurable disease is striking the mages, pollution and ecological waste is running rampant, and the moongates are malfunctioning, and murders are running amuck too. You have to discover who is behind it all. Features superb graphics, sound track, & background effects. Requires 1.2"meg FDD & hard disk, & 386 or more is recommended. If you require the game in 3.5" disks, then please enclose a further $10.00 for conversion.

SSI CARRIER STRIKE

Crazy Special IBM $35.00 **Normally $80.00**
Okay, so this game was not really worth $80.00, but you sure can't go wrong at $35.00 It is an extremely detailed tactical study of the war in the Pacific between US and Japanese forces between 1942-44. You control one or more carrier and surface task forces, and have to prep the aircraft on your carriers, decide whether to give them AP or HE bombs, etc, send out planes on recon, and once you've found the enemy fleet, throw your ready aircraft up on deck to launch them. The game has heaps of historical scenarios, plus a campaign which lets you fight all the way from '42 to '44. What ships you lose in one battle you cannot use in the next, and repairing ships takes ages! The computer controls all land based planes, and controls whether your fleets will be recalled or allowed to continue. Graphics are good, and playing time for the campaign is over 30 hours. The first sixteen orders will receive free of charge the *Carrier Strike Expansion* disk, worth $40.00. Requires EGA or VGA, hard disk, and 1.2" meg FDD.

SSI CONFLICT KOREA

Crazy Special IBM $20.00 **Normally $50.00**
The sequel to *Conflict Middle East,* this is an operational level game of the opening of the Korean war, focusing on the 1950-51 struggle between the forces of the United Nations and the Korean Communist forces. The game is easy to play, yet records great detail, ie, down to individual tanks, APCs, SAMs, artillery, infantry squads, etc. A hypothetical scenario set in the '90s is also included, as well as two 1950-51 scenarios and one campaign. Requries CGA, EGA, or VGA, & 1.2" FDD.

SSI A LINE IN THE SAND

Crazy Special IBM $25.00 **Normally $70.00**
This is an excellent multi-player computer game, and can be played from 1 to 6 people, with the computer being able to control any of those players. Set in the early '90s, it includes two Iraq/Kuwait/USA historical scenarios, and four hypothetical scenarios. In the hypothetical games, each player has random goals to achieve, of which the other players are ignorant. Includes land, air, naval, chemical, & nuclear warfare. Each game can take from 2 to 12 hours. Requires EGA or VGA, and 1.2" disk drive.

WARGAMES

COLOR CODE

- New Item Now Available and In Stock
- New Item Not Yet Released

COMPLEXITY KEY

Basic Games
*
(Introductory level)

Intermediate Games
**
(Still good for beginners)

Advanced Games
***
(For veteran gamers only)

Master Games
****
(Too many rules & no spare time!)

COMPANY CODES

ADG	Australian Design Group	**AH**	Avalon Hill
COA	Clash of Arms	**COM**	Command Mag (XTR Corp.)
EMS	Engelman Military Simulations	**FAS**	FASA Corp.
GAM	Games Workshop	**GDW**	Game Designers Workshop
GMT	It's *not* Get More Tanks!	**GRD**	Games Research & Design
IRO	Iron Crown Enterprises	**JED**	Jedko Games
LEA	Leading Edge Games	**MB**	Milton Bradley Games
OME	Omega Games	**SDI**	Simulation Design Inc.
STE	Steve Jackson Games	**S&T**	Strategy & Tactics Magazine
SUP	Supremacy Games	**TAS**	Task Force Games
TGI	The Gamers Inc	**VIC**	Victory Games
3W	World Wide Wargames	**WES**	West End Games

BEGINNER'S GAMES

JED **BASIC TRAINING** *
An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. Features a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. **$1.00**

JED **BEGINNER'S GUIDE TO STRATEGY GAMING** *
A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) **$3.00**

JED **FIELD MARSHAL** *
A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. **$20.00**

ACCESSORIES

JED **POLY DICE**
High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. **$0.65 each**

JED **GEM DICE**
More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **$1.00 each**

JED **SPARKLE DICE**
Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love 'em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **$1.25 each**

JED **PEARL DICE**
Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. . D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. **$1.25 each**

KOP **GLOW IN THE DARK 6 DICE SET**
For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. **$12.95**

KOP **100 SIDED DICE**
The perfect percentile dice, this dice actually has one hundred faces - though you'll have to wait half an hour for it to stop rolling. **$13.95**

KOP **DRAGON DICE**
These have the "1" replaced with a fiercesome dragon silhouette. **$2.00**

KOP **TEDDY BEAR DICE**
These have the "1" replaced with a loveable Teddy Bear silhouette. What practical function do they have? A novel way to roll snake eyes! **$2.00**

AH **AVALON HILL COUNTER TRAY**
A clear plastic counter tray with lid and dice-wells for forgetful gamers! **$4.50**

WES **WEST END COUNTER TRAY**
Same as above, more sturdy in design with more counter space but no dice wells. **$5.00**

ARM **HEX PAD**
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other. **$5.00**

JED **COUNTER SHEETS**
896 half-inch card counters in the following colours: pale green, light blue, pink & gray. **$10.00**

ANCIENT ERA

3W **ANCIENTS I** *
A low complexity tactical-level system, the mechanics of which are unknown at this point in time. However, I can tell you that it contains 32 scenarios (!), six 8.5"x11" maps, plus 200 counters including Hittites, Egyptians, Assyrians, Spartans, Persians, Macedonians, Romans, Carthaginians, Ancient Britons, Goths, Saxons, Vikings, Normans, Crusaders, Muslims, Mongols, English, Scots and French. Features high solitaire suitability. Great counters. **$50.00**

3W **ANCIENTS II** *
A low complexity and fast playing set of rules for resolving some 32 ancient battles dating from 1800 BC to 1400 AD, including Hydaspes, Zama, Hastings, Crecy, Poitiers, Salamis, Sluys, etc. This game features war elefants, camps, chariots, phalanxes, knights, and ships! Counters are excellent, showing top views of troops in formation, so the game almost feels like playing with miniatures. **$50.00**

AH **BRITANNIA** *
A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real eastate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of 'em are in play at once), each of which must score as many victory points as possible before history kicks 'em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast 'n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. **$60.00**

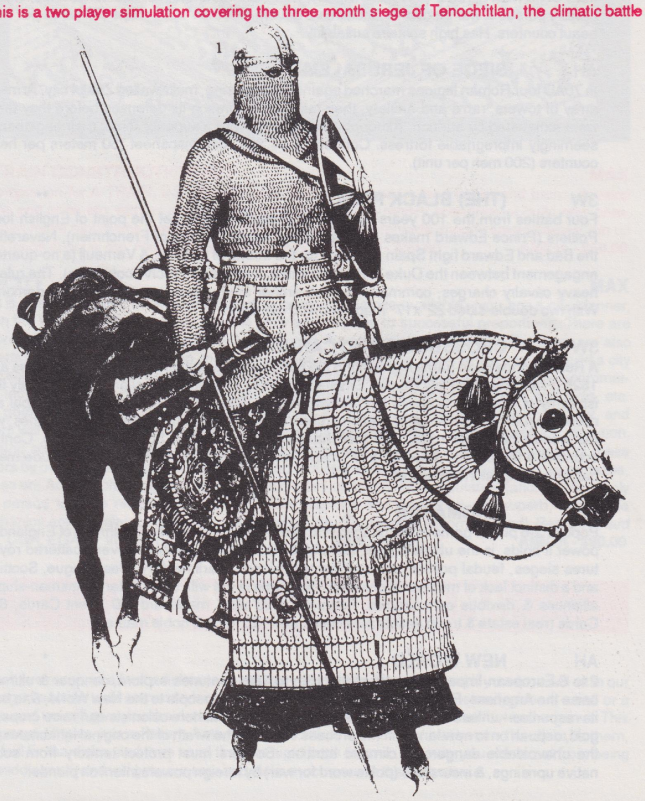
AH **CIVILIZATION** *
2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth and build cities which in turn attract commerce, this trade between empires fosters social & technological growth. **$80.00**

ADVANCED CIVILIZATION
Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! **$65.00**

TRADE CARDS
50 extra cards as included in the original game. **$10.00**

WESTERN EXPANSION MAP
22"x11" mapsheet extension & African/Iberian AST. **$16.00**

COM **CORTES** **
This is a two player simulation covering the three month siege of Tenochtitlan, the climatic battle



for control of Mexico in 1521 AD. One player leads Hernando Cortes, commanding the Spanish forces & their Indian allies, while the other player commands the Aztec army of 160,000. The Spanish have a small number of gunboats, cannon, cavalry, and foot, whereas the entire Aztec army can take to the lakes in their small cannoes. Additional rules include Aztec sacrifices to reduce Spanish morale, temple desecrations, Fog Of War, etc. **$15.00**

DEC **FOUR BATTLES OF THE ANCIENT WORLD** *

Features the battles of Arbela 331BC (Alexander's Macedonians vs. the Persian Empire), Cannae 216 BC (Consul Varro's Roman legions vs. Hannibal's Carthaginian army, plus various mercenaries), Pharsalus 48BC (Julius Caesar and Pompey the Great flex their muscles), and Teutoburger Wald 9AD (3 Roman legions get their ass kicked by Arminius's Germanic tribes). The mechanics are quite simple and elegant, with special rules applicable to particular scenarios. Components include 2 double-sided 22"x17" maps & 400 colourful counters. **$35.00**

GMT **GREAT BATTLES OF ALEXANDER 2nd Ed** ***

This game is being redone to upgrade it to SPQR rules and components - meaning glorious new counters! The game recreates the rather one-sided battles of Chaeronea 338BC, The Granicus 334BC, Issus 333BC & Arbela-Guagamela 331BC. Each can be combined to form a single campaign. Quite suitable for solitaire play. The components feature 600 counters and four 22"x34" maps (60 meters per hex). The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, 'trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. An Ancients gamer's delight! Due August. **$85.00**

WES **IMPERIUM ROMANUM II** ***

365 scenarios (civil & external) recreate 700 years of the Roman Empire, from cultural superiority to decadent collapse. For 2 to 6 players. The rules cover fortifications, taxation, recruiting, amphibious invasion, road building, foraging, baggage trains, sieges, deforestation, morale, rebellions, political factions, plunder, pirates, militia, random events, divine intervention, and more! 800 counters represent Legions, Fleets, cavalry, artillery, engineers, etc. A 22"x51" map (50 miles per hex) covers the ancient world from Britannia to Parthia. **$70.00**

3W **IMPERATOR** **

1 to 5 players assume the mantle of ancient kings or emperors, vying with one another for the fruits of power and the acclaim of history. Each ruler can either choose to pursue a career of conquest, or attempt to expand their empire through trade and economic development. Contains 15 scenarios (from 1700BC to 1200AD), 400 counters (fleets, armies, cities, traders, raiders, leaders, etc) and a 22"x34" map (covering the Middle East, Mediterranean Basin & Europe). Features seasonal turns, trade income, intriguing court events, disturbing major events, army upkeep, divine intervention (which is available in Barbarian, Polytheistic & Mono-theistic varieties!), royal marriages, (player) monument construction, etc. **$50.00**

VIC **(THE) PELOPONNESIAN WAR** **

Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes!) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. **$75.00**

AH **REPUBLIC OF ROME** ***

An enjoyable, deceptively engrossing card 'n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! **$85.00**

GMT **SPQR - THE ROMAN ART OF WAR** **

Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpiones. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedon on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from GREAT BATTLES OF ALEXANDER, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beaut counters. Has high solitaire suitability. **$85.00**

AH **SIEGE OF JERUSALEM** ***

In 70AD four Roman legions marched against an imposing, multi-walled Zealot city. Armed with an array of towers, rams and artillery, their task was to breach its defenses before they themselves were exhausted by attrition. Although the Romans were a superior force, their engineers faced a seemingly impregnable fortress. Contains a 34"x48" city mapsheet (50 meters per hex) & 696 counters (200 men per unit). **$80.00**

3W **(THE) BLACK PRINCE** **

Four battles from the 100 years war: Crecy (French knights get the point of English longbows), Poitiers (Prince Edward makes a defiant stand against waves of Frenchmen), Navarette (Pedro the Bad and Edward fight Spain & France for the throne of Castile), & Verneuil (a no-quarters given engagement between the Duke of Bedford and a combined French/Scots force). The rules feature heavy cavalry charges, command control, archer ammunition expenditure, and demoralisation. With two double-sided 22"x17" maps and 400 counters. **$50.00**

3W **CROSSBOWS AND CANNONS** **

A Renaissance quad game highlighting the gunpowder evolution of warfare. The battles are: Pavia 1525 (France vs. the Holy Roman Empire for control of a city), Garigliano 1503 (In Italy the Spanish army of Cord-ovo surprise the festive French), Ravenna 1512 (the Spanish-Papal army discover the ruthless efficiency of French artillery!), and Bicocca 1522 (Swiss mercenaries, who were the world's best pike units, lose their hard-won accolades to Spanish firearms). Contains 400 counters & two double-sided 22"x17" maps, with easy period mechanics that include melee combat, unit facing, skirmishers, etc. **$50.00**

AH **KINGMAKER** **

Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parlimentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military brinkman-ship, uneasy alliances & devious conspiracies. Features a 23"x21" mapboard, 90 Event Cards, 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. **$55.00**

AH **NEW WORLD** *

2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. **$45.00**

S&T157 **ROMAN CIVIL WAR** */***

This is a two or more player simulation of the war between Julius Caesar and his Senatorial opponents. The game is strategic, including the whole of the Roman empire involved in the conflict. Units include legionaries, auxiliaries, heavy and light cavalry, city militias, phalanxes, levies, warbands, elephants, fleets, etc. Rules include intelligence, assassinations, politics, pillaging, recruiting, besieging cities, promoting units, tributes, etc. Basic & advanced rules. **$15.00**

3W **THE CRUSADES** *

4 games of Western (Christian) Europe's campaign against Muslim domin-ation in the Near East: Antioch 1098 (Duke Godfrey's cavalry, after surviv-ing 21 days of seige, do a Desert Storm on the Emir of Mosul), Ascalon 1099 (the fate of Jerusalem lies at Arsouf where Godfrey's Crusaders clash with the Egyptian Emir's forces), Acre 1189 (King Guy's siege of Acre is interrupted by a relieving force of Turks led by Saladin), and Arsouf 1191 (with Jerusalem in his sights, Richard the Lion Hearted marches on Jaffa with Saladin in hot pursuit). 400 counters & two 17"x22" double-sided maps. Suitable for solitiare play. **$50.00**

NAPOLEONIC ERA

AH **EMPIRES IN ARMS** ****

A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 huge campaigns. **$80.00**

COA **LA BATAILLE D' AUERSTAEDT 3rd Edition** ***

October 1806 - Friederich Wilhelm III's Prussian army reverses its drive on the Rhine and begins withdrawing to Magdeburg, where it collides with Davout's outnumbered III Corps. Features Marshal Enterprise's award-winning Napoleonic system which stresses unit orientation, formation (ie: column, line, general order, square, road column & skirmish) and morale, with detailed rules for cavalry & artillery. One hex equals 100 meters, whilst each counter represents regiments, battalions & batteries. With 448 counter and 22"x34" map. **$55.00**

COA **LA BATAILLE DE LIGNY** ***

Napoleon had again taken the Imperial throne of France. Quickly he harnessed the exuberant populace for war, for the Prussians and English were moving against him. Napoleon's armies crossed into Belgium to engage the Prussians, thus denying the central ground to England. The following day Blucher's massive army faced the French Armee du Nord from across Ligny Creek. This game overs the opening battles of the Waterloo campaign at regiment & battalion level. Features the much vaunted new standard rules and very impressive graphics, with four 34"x22" maps plus 840 counters. **$70.00**

COA **LA BATAILLE DE MONT ST. JEAN** ***

THIS IS NOT A COMPLETE GAME. It is an expansion to be used in conjunction with Ligny & Quatre Bras (see above), allowing players to partake in the epochal clash at the Waterloo battlefield. Components include four 22"x34" maps and an exclusive rulebook. Not recommended for the faint hearted! Release date was delayed for some reason, but we should have stocks of this game in early August. Honest! **$80.00**

COA **LA BATAILLE DE QUATRE BRAS** ***

When, in 1815, the left wing of the Armee du Nord clashed with Welling-ton's English & Allied troops for control of a crossroads along the Brussels' highway, Napoleon's dreams of liberty were to be forever decided. Components include a beautiful 32"x22" map and 600 superb counters. All units are rated for type (line, light, guard, elite, skirmish), melee and fire combat, morale, movement, plus range. Recommended for buffs. **$55.00**

3W **RORKE'S DRIFT & THE BOER WAR** **/*

Rorke's Drift: Counters represent individual British soldiers or seven Zulu warriors. Mechanics include fire-spear attacks, sniper suppression, fatigue, ammunition depletion & barricades. Contains a 22"x34" map, 400 counters & 5 scenarios. The Boer War: A low-complexity campaign game of the 1899 guerrilla war that includes rules for individual leaders, Boer evasion & infiltration,

armored trains, British disease attrition, concentration camps and Kitchener's scorched-earth policy. With a 22"x34" map & 200 counters. **$40.00**

COA **THE EMPEROR RETURNS** ***
Recreates the crucial struggle for supremacy between the French Armee du Nord and the 7th Coalition in 1815. This was a crucial struggle for the brilliant Napoleon, his outnumbered yet resolute force had to control the middle ground between the Prussians & English in order to engage them individually. Historically this led to the legendary battles of Quatre Bras, Ligny, and Waterloo, but players obviously have the benefit of hindsight with which to pursue altern-ative goals - the potential strategies for both sides are ripe with possibilities! With 240 counters (brigades, divisions, corps & individual leaders) plus a 22"x34" map (2 miles per hex). **$45.00**

S&T154 **THE RUSSO-TURKISH WAR 1877-78** ***
This is the wargame contained in S&T154, following the war which permitted Russian to rise into a great power. It contains heaps of rules and five scenarios. Rules include headquarters, lines of communication, fog of war, bombardment, neutral countries, fortifications, etc. With 200 counters and one large map. **$15.00**

AH **WAR AND PEACE** **
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant disregard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist goverments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. **$60.00**

AH **WOODEN SHIPS & IRON MEN** **
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! **$60.00**

THE AMERICAN CIVIL WAR

VIC **ACROSS FIVE APRILS** *
Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. **$75.00**

GDW **A HOUSE DIVIDED 2nd Ed.** *
An excellent introductory-level grand-strategy game, covering this brutal secessionist war from 1861 to 1865, and emphasising strategic goals, lines of communication & accumulative unit combat experience. Contains 160 counters and a 17"x22" mapboard with city/location boxes connected by transportation lines. The rules are informative, and very easy to learn, with advanced & optional mechanics to spice things up. Some Strategy & Tactics hack said "...An incredibly fun game. A must-buy!" - believe him. **$55.00**

TGI **BARREN VICTORY** **
Covers the 3-day 1863 Battle of Chicka-mauga, where the Confederates hoped to avenge the whipping they suffered at both Gettysburg and Vicksburg by achieving a decisive victory in the west - and for once the South's forces, the Army of Tennessee with support from the Army of Northern Virginia, outnumbered the Federals. In-cludes two 22"x34" maps (200 yards per hex) and 560 counters (Brigade scale with 100 man steps). The mechanics feature 5 states of morale (Blood Lust included), a close combat system, advanced comm-and rules, minor variants with optional troops, and 6 scenarios. **$50.00**

FGA **BROTHER AGAINST BROTHER** **
A beautifully presented strategic game of the entire civil war, including 15 square feet of maps, 960 back printed counters of all land and naval units from armies to brigades, and fleets to river flotillas. Leaders have varying abilities, which change each battle. Combat is resolved using tactical combat chits and a combat matrix, combined with a combat results track. Playing time is 20 hours +, and rules include scenarios and the campaign, and can be played by one to four players. **$40.00**

COA **CAMPAIGNS OF ROBERT E. LEE** ***
A strategic-operational simulation of the eastern theater campaign, 1861 to 1865. 10 scenarios cover the bitter fighting that consumed Virginia, Maryland & Pennsylvania. The game's detail is quite extravagant, with 88 leaders individually rated for their initiative, administrative skill & tactical ability. Special rules cover Confederate sympathizers, Union observation balloons, partisan raiders, naval landings, etc, etc! Components include 600 exquisite counters and two stunning 34"x22" maps. I'm very impressed! **$60.00**

COA **CHANCELLORSVILLE Pinnacle of Victory** ***
In 1863 the Army of the Potomac, reforged in spirit & material after an earlier debacle, again sought to wrest control of Fredericksburg from the tenacious Army of Northern Virginia. Although greatly outnumbered, an audacious Robert E. Lee mastered the battle and crushed the Union forces as they traversed the Wilderness, much to Lincoln's despair. Includes three 22"x34" maps (265 yards per hex) & 480 counters (half-brigades). Rules include bridging & entrenching techniques, plus an assortment of random events to plague both sides! **$50.00**

COM **GETTYSBURG - LEE'S GREATEST GAMBLE** **
July 1863: Lee's Army of Northern Virgina, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine **Command Issue 17,** and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. Command Magazine # 17 contains the following articles: Gettysberg, The Next Japanese-American War, Poland '39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics. **$15.00**

AH **HERE COME THE REBELS** **
The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. Due August. **$60.00**

TGI **IN THEIR QUIET FIELDS** **
The Confederate campaign in Maryland has failed; the Army of Northern Virginia, depleted by combat loses & stragglers, faces an enemy twice its size. But Robert E. Lee elects to march on Antietam, knowing that the rebel spirit remains undaunted, and therefore the battle is as yet unfinished. A tense simulation containing 560 counters (Brigade scale with 100-man steps), and a 22"x28" map (200 yards per hex). Mechanics include command points, written orders, order acceptance rolls, panic, emergency retreats, command radii, unit facing, extended lines, force marches, stragglers, close combat, artillery supply, etc. **$50.00**

COA **MARCHING THROUGH GEORGIA** **
Sherman's three Union Armies battle the Army of Tennessee, although numerically inferior the Confederates were very tenacious in defense. Sherman sought to outflank the rebel lines and capture Atlanta, thus denying the enemy their foundries & raillines. This is a contest of strategic maneuver, with combat resolved on a tactical display where unit strengths remain hidden until assaulted or probed. Contains two 17"x22" maps, 240 counters, 3 scenarios, a 40-turn campaign, and mechanics with quite subtle nuances. **$40.00**

COA **MISSISSIPPI FORTRESS** **
A strategic simulation, with tactical combat resolution, that recreates Grant's 1863 campaign to split the Confederacy by capturing the Mississ-ippi River valley. To achieve this goal the Union had to control the central ground between two Rebel Armies, plus capture daunting Vicksburg and Port Hudson. Rules include weather, gunboats, shore batteries, the grueling Vicksberg seige, forced marches, unit stragglers, plus hidden strengths. An excellent game of maneuver and bluff, with clever mechanics, a 17"x22" map and 240 counters. **$40.00**

3W **RAID ON RICHMOND** **
In 1864 General J. Kilpatrick led a miserable assault on Richmond which failed to achieve anything of substance. Quite uneventful indeed, but his game hypothesises on the vicious urban brawl that could have errupted had Kilpatrick not ignobly fled the field - imagine brazen Union cavalry riding amok in the streets! Includes two 22"x24" city maps highlighting sites of political/military value & 300 counters. Mechanics cover releasing & arming POWs, barricades, commandeering transport, slave evacuation, plus leader capture or executions. **$35.00**

AH **STONEWALL JACKSON'S WAY** **
Covers the second battle of Bull Run in central Virginia during 1862, wherein "good ol' boys" Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32"x22" mapsheets (2000 yards per hex), plus units ranging from regiments to corps. This game will link-up with future ACW releases. Has 520 counters. **$85.00**

VIC **THE CIVIL WAR 1861 - 1865** ***
A grandiose game that encompases both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22"x32" maps (25 miles per hex) and 520 counters. **$65.00**

COA **WAR FOR THE UNION** **
A non-complex grand strategy game that covers the entire civil war. Mechanics include industrial centers, variable troop quality, Southern recruiting practices, et al. This game should feature a 22"x34" map, 600 counters, several short scenarios and a campaign. Optional variants will include such things as British or French intervention! Due August. **$50.00**

SDI **1862** **
4 short (about 3 hours) scenarios that stress the problems of command & troop morale. Features - Antietam: outnumbered 3 to 1, can Robert E. Lee & the Army of Nothern Virginia outsmart McClellan again? Murfreesboro: the Union marches on Atlanta, and in the process gets soundly walloped by a rebel ambush. Seven Pines: the powerful Army of the Potomac tries to wrest control of Richmond, the Rebel capital. Fort Donelson: U.S. Grant traps the Confederates on the Cumberland River, in the strongest fort in the country. Con-tains two doubled-sided 17"x22" maps & 400 counters (scale: regiments & divisions). **$40.00**

WORLD WAR ONE

3W **ACES HIGH** **
A popular game whose parent company decided to lay down & die, 3W have now decided it's worth resurrecting. This born-again version is a fast simulation of air-to-air combat using simultaneous-movement. 72 different types of aircraft are each rated for speed, armament, damage absorption, flight characteristics, etc. Pilots are rated for marksmanship, endurance, spotting, courage, etc. More details later. Includes 100 counters, log pad, map, etc. Due soon? **$50.00**

GDW **BLUE MAX 2nd Edtion** *
A fast multi-player game of grueling dogfights over the battlefields of France. Each player pilots one or more aircraft, each of which has a record sheet to log fuel & ammo expenditure, as well as damage to various structural parts. There are 7 British, 3 French, 2 American & 9 German fighters to choose from - each has its own maneuver schedule card, which highlights the plane's flying abilities as per its speed. Further rules cover such things as five altitude levels, damage spin-outs, tailing, fire damage, and more. Components include a bland 22"x28" map, but 60 beautiful aircraft counters! A simple game that offers an exciting contest for all ages. **$55.00**

AH **DIPLOMACY** *
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! **$35.00**

AH **DELUXE DIPLOMACY** *
A flashy new Diplomacy, with expanded rules presentation, redone single fold mounted mapboard, wooden pieces with unit decals, and wooden pieces with flag decals. Worth this ridiculous price? Don't buy it when your sober... **$100.00**

AH **KNIGHTS OF THE AIR** **
This is a superior aerial combat simulator for 1 to 6 aspiring pilots. Components include 188 counters representing 20 aircraft types, and a beautiful 22"x32" mapboard. The rules feature variable pilot experience, a fast-playing card-based maneuver system (players secretly select one of 11 cards, each rated for degree of difficulty - novice pilots & poor aircraft have maneuver restrictions), and historic aircraft capabilities (for rates of climb & dive, maximun & stall speed, turning abilities, etc). A great quality, fun game. **$50.00**

3W **SALVO II** **
Recreates the naval war between Germany & England, with 9 historical & hypothetical scenarios. The mechinics cover such things as gunnery, torpedoes, damage control, sun glare, wind speed, fleet formations, crew & ammunition quality, mines, etc. Components include 400 counters (individual capital ships plus screening units of cruisers & destroyers) with a 22"x34" map (2,000 yards per hex). **$60.00**

ADG **FATAL ALLIANCES** ***
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandin-avian Off Map Box variant)., a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. **$40.00**

PAN **WARLORDS** **
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to '50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! **$10.00**

S&T159 **ZEPPELIN** **
A one or two player game of the air combat over eastern Britain and the North Sea during World War One, 1916 to 1918. Scenarios are each one day long bout of air combat, but these can be linked together to form a campaign. The German player launches airships to raid or scout, aeroplanes to escort them, bombers, and can also attack allied shipping. The allied player uses his aircraft to search for U-Boats, protect naval convoys, hunt down raiding Zeppelins, and even attack raid Zeppelin or seaplane bases in Europe. 200 counters. **$15.00**

WORLD WAR TWO

AH **ADVANCED THIRD REICH** ****
A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22"x31" mapsheets with 1" large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! **$90.00**

MB **AXIS & ALLIES** **
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19"x33" mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **$90.00**

JED **EUROPE AT WAR** *
A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to '45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8"x22" mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb develop-ment & political variants (ie: the assassination attempt on Hitler). **$20.00**

AH **NAVAL WAR** *
An amusing beer 'n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destoyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. **$25.00**

AH **SQUAD LEADER 4th Edition** ***
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8"x22" mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, morars, flamethrowers demo charges, AT guns, and so much more! **$70.00**

AH **UP FRONT** **
This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and suppórt vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Com-ponents include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. **$50.00**

DESERT WAR
Features French & Italians units, desert rules, plus 7 scenario reference tables for all of the UP FRONT combatants (for tournaments or DYO?). Contains 70 cards and 63 counters. **$3.00**

ADG **WORLD IN FLAMES 5th Edition** ***
Award-winning Australian game that covers the entire war on two huge 28"x34" Pacific & European maps - each can be used independently, or combined for a global struggle. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. With 1000 counters (30 nationalities). For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **$80.00**

DAYS OF DECISION 2nd Edition
A 1 to 7 player political game that can be used with WIF to form a 1936 to 1946 campaign extravaganza! As another great war becomes inevitable the world's powers must try to achieve military & political pre-eminence. The mechanics allow for peripheral conflicts to break out (such as an Italo-France war, or the Spanish Civil War), economic decisions, minor country coups & political alliances, plus the US Presidential elections. Contains 200 counters (including more WIF minor nationalities), a 24"x16" political map, a mini-map of Spain, etc. Due August?? **$50.00**

PLANES IN FLAMES
Contains 600 new aircraft counters (plus more AA units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. **$40.00**

TSR **WWII - EUROPEAN THEATER** ***
Another one of those pseudo-monster grand strategy games for 2 to 5 dedicated players (whose social life will suffer accordingly), covering the European and Middle East conflict from 1939 to 1945. The mechanics cover air & naval operations, production, leaders, weather, strategic warfare, supply, politics, historical considerations, unique USSR rules, etc. You want detail fanboy? - Each Seasonal Turn features 4 phases & 10 steps, while Monthly Turns contain 6 phases & 28 steps! Components include two beautiful 23"x34" maps (50 miles per hex) & 1200 counters (representing forces from 19 nations). **$85.00**

ADVANCED SQUAD LEADER

Without doubt this is the most realistic and historically detailed tactical WWII system available. Production standards are excellent, featuring superb graphics and very intricate game mech-anics - 2 minutes per turn, 40 metres per hex, and counters representing squads of 5 to 10 troops, single vehicles, leaders, or support weapons. Be prepared for a lot of reading!

AH **ADVANCED SQUAD LEADER** ****
This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! **$80.00**

AH **ASL ANNUAL '89**
64 pages with 18 scenarios. Articles include a study of US/USSR manpower & material in ASL, historical commentary on SL with a comprehensive index, a bit of fun on Scotish Pipers with counter-art, the 8 steps to winning ASL tournaments, on-board mortars, and more! **$25.00**

AH **ASL ANNUAL '90**
64 pages with 19 scenarios. Articles include Italian manpower & material in ASL, programmed instructions for ASL from a SL hack, reference notes on US paras, partisans in ASL, the 8 steps to enjoying ASL tournaments, Soviet mine dog stats with counter art, and more. **$25.00**

AH **ASL ANNUAL '91**
64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfests, and details of the German PzKpfw Maus with counter art. **$25.00**

AH **ASL ANNUAL '92**
80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. **$25.00**

AH **ASL ANNUAL '93 Part A**
80 pages with scenarios and articles on ASL. More details next catalog. **$25.00**

AH **ASL ANNUAL '93 Part B**
80 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese, during the first few days fighting on Guadalcanal. Due Nov. **$25.00**

MODULE 1 **BEYOND VALOR**
Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. In-

cludes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut 'n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. **$90.00**

MODULE 2**PARATROOPER**
This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. **$50.00**

MODULE 3**YANKS**
Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. **$90.00**

MODULE 4**PARTISAN!**
Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). **$40.00**

MODULE 5**WEST OF ALAMEIN**
An expansion set that features the British army, with 1264 counters representing eveything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. **$99.00**

MODULE 6**THE LAST HURRAH!**
Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugoslavia (one has Polish Uhlan cavalry tackling Panzer IIA's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). **$40.00**

MODULE 7**HOLLOW LEGIONS**
This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. **$60.00**

MODULE 8**CODE OF BUSHIDO**
Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. **$95.00**

MODULE 9**GUNG-HO!**
Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. **$99.00**

MODULE 10**CROIX DE GUERRE** (Cross of War)
This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. **$85.00**

HISTORICAL MODULE 2 **KAMPFGRUPPE PEIPER 1**
Deals with fighting between US and German SS forces around the village of Stoumont in Belgium, 1944. There is a 3 day, eight scenario campaign of this combat. Includes Chapter P which covers new types of terrain, two 23" x 31" paper maps, two new counter sheets. Due Oct. **$70.00**

AFRICAN CAMPAIGN

JED **(THE) AFRICAN CAMPAIGN 2nd Edition** *
A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. **$25.00**

GDW **BLOODY KASSERINE** **
Tunisia 1943: Rommel's 21st & 10th panzer divisions, newly equipped with the formidable Tiger, prepare to sortie forth and roll up the Allies' southern flank. Outnumbered, albeit more combat experienced, they could have kicked ass if the dice rolls had been better. Mechanics include air power, weather, tactical expertise, German infiltration & break-off, poor training, plus varient options - such as Patton's involvement! Contains a 22"x17" map & 176 counters. **$40.00**

FGA **KASSERINE** **
An excellent ziplock game of a meeting engagement between Allied and German forces during the end of the North African campaign. Rules are refreshingly short, just 6 pages of small type. There are 120 colorful counters, & a stunning 17" x 22" map. Playing time is 2 - 4 hours. **$22.00**

GDW **RACE FOR TUNIS** **
Hemmed in by advancing Allied forces from both east and west, the beleaguered African Korps desperately fortify Tunisia with reinforcements from Italy. Following defeat at El Alamein Rommel must save his vital Tunis supply line from an eventual Allied assault. Based on, & fully compatable with the Bloody Kasserine game, the mechanics include optional air drops & amphibious landings, plus multiple scenarios. Contains a 22"x17" map & 176 counters. **$45.00**

GDW **SANDS OF WAR** ***
An excellent tactical combined-arms system for North African conflicts, from 1941 to 1991. Includes 5 pages of 'jump-start' rules for beginners, plus more comprehensive mechanics covering such things as advanced munitions, amphibious vehicles, obstacles, visibility, reaction movement, unit cohesion, helicopters, chemical warfare, etc. Contains 31 historic scenarios (8 of them WW2), ranging from Operation Brevity, to Desert Storm, plus a DYO section. Components include 880 counters & sixteen 11"x17" maps. **$80.00**

WESTERN FRONT

GMT **AIR BRIDGE TO VICTORY** **
In an attempt to outflank the formidable German Rhine defenses three airborne divisions are dropped en masse to capture bridges along a narrow corridor from Eindhoven to Arnhem. But the Allies face a race against time if their armour is to exploit this bold operation. A Battalion level game with rules for initiative, automatic victory, air support, close assault, engineers & integrated maneuver combat. Contains 300 counters, plus 22"x34" & 22"x17" maps. **$60.00**

VIC **AMBUSH!** **
Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satched charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. **$80.00**

MODULE 1**MOVE OUT!**
This expansion set contains 60 new character & vehicle cards, 11 extra missions, AMBUSH! errata, rules for radios, and some clarifications on common rules misinterpretation. **$30.00**

MODULE 2**PURPLE HEART**
Contains 60 new character & vehicle cards, 13 very difficult missions, 108 counters, a 16"x22" map, two 11"x16" maps, more rules clarifications & errata, new tank actions, and more. **$55.00**

S&T155 **Anzio: The Italian Campaign** **
Contains 4 scenarios and a complete campaign of this critical phase of the Italian campaign. Scenarios include the option of attempting landings at different locations. Campaign can be historical or alternative. Highly suited to solitaire play. 200 counters. **$15.00**

AH **B-17 QUEEN OF THE SKIES** *
A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll! Includes mission abort, ace gunners, random events, flak, 8 B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. **$50.00**

FGA **BASTOGNE** **
A ziplock game of Germanys Battle of the Bulge assault in December 1944. Rules are refreshingly short - 4 pages of small text, and game components are very high quality. 120 back printed counters, and a 17" x 22" map that is absolutely stunning. Units are battalions, hex scale is half a mile each hex, and playing time is 2 to 4 hours. **$22.00**

AH **BATTLE OF THE BULGE 3rd Edition** *
The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. Three German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game features 194 counters, a 14"x22" mapboard, plus a 40 page book containing historical background. **$40.00**

AH **BREAKTHRU NORMANDY** **
A promising new game of the D-Day landings in 1944, using the same brilliant system of area-movement as presented in *Turning Point At Stalingrad*. Units are regimental, and the game follows the three weeks immediately following the invasion. Victory points are totaled at the end of each week, and play is only continued if the result is not a tie. Due Sep. **$64.95**

AH **D-DAY 3rd Edition** *
Another redesigned entry-level (that's Avalon Hill's dictum for a beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. **$40.00**

FGA **DEFIANT HOLLAND** **
Another stunning FGA production, this time of the 1940 German invasion of Holland. Stringent victory conditions for the Germans keeps the game competitive. The rules are 6 pages & include German terror bombing, optional British, French, & Belgian reinforcements, step reduction losses, options to flood below sea-level area hexes, SS units, etc. 22" x 34" map, 240 counters. **$35.00**

GMT **DOWN IN FLAMES** **
A fast moving card game for two or more players of airwar in Europe, from the Battle of Britain to

the airwar over Germany. Contains rules for aircraft positioning, altitude, experience, etc. Contains 110 cards. Due July? **$45.00**

GMT **FRANCE 1940, VICTORY IN THE WEST** **
Uses the same system as *Arctic Storm*. 720 counters, one & one half maps, etc. Due Dec. **$69.95**

JED **FORTRESS EUROPA** **
An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. This is an unboxed game. Very entertaining, and cheap! **$12.00**

3W **HITLER'S LAST GAMBLE** ***
In a desperate bid to drive a wedge between the British & American armies, thus shattering their inexorable advance, 19 refurbished German divisions were directed to capture Antwerp in an unexpected offensive thru the heavily forested Ardennes in Belgium. The comprehensive rules feature reserves, reaction & exploitation phases, engineers, tactical air power, ground conditions, Allied fuel dumps, operations Spatlese & Grief, armor superiority, attack coordinat-ion, weather, roadblocks, Tiger battalions, unit fatigue, elite troop tenacity, road space, plus 24 historical variants and much more! Contains 800 counters and two 21"x32" maps. Old wargames never die - they just sit on our shelves for ever! This game is worth $85.00. **$25.00**

VIC **OPEN FIRE** **
A solitaire campaign game based on the mechanics of AMBUSH!, the player commands a U.S. tank platoon, while the hidden German foe is controlled by mission cards and programmed paragraphs. The rules feature using captured vehicles, close & charge assault, mines, bunkers, morale, improved crew skills, air support, smoke, panic, and a variety of vehicles with which to to select a unit - from the homely M4A1 Sherman to the ass-kicking Pershing! Contains six missions, 210 counters and a 22"x32" map (50 metres per hex). **$50.00**

GMT **OPERATION MERCURRY** ???
Operational level game covering the battle for Crete in 1941, where German paratroopers & tenacious Commonwealth troops fought for control of the airfields & ports. Rules allow units to attack via maneuver, bombardment or assault combat, and include paradrops, amphibious landings, Allied tanks, automatic victory conditions, the air-naval battle, & British night tactical superiority. Contains 300 counters (company & battalion level) and two 22"x34" maps. Due Aug? **$60.00**

AH **PANZER LEADER** **
A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppes from 1944 to '45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cards, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. **$65.00**

WES **R.A.F.** **
This is an exception solitaire game that recreates the Battle of Britain, Hitler's prelude to his projected invasion of England. The player commands the R.A.F. whilst the game system controls the Luftwaffe. Components include 160 counters and a 22" x34" map, plus 134 'Target', 'Event' & 'Force' cards. This is the most intelligent solitaire system available on the market. Each game is challenging, with enough variables to make each play different. **$60.00**

AH **RAID ON ST. NAZAIRE** **
At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolit-ion teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. Contains 260 counters & a point-to-point system 16"x33" mapboard. **$65.00**

S&T150 **SALERNO - THE ITALIAN CAMPAIGN** **
This is the game in Strategy & Tactics magazine #150, an operational-level simulation of the Allied seaborne landings in Southern Italy in September 1943, and the subsequent battle for the interior. Features both an historical scenario, plus a variant that allows an alternative invas-ion site to be played. Components include a 22"x34" map (5 miles per hex) and 200 counters (regiments, brigades & battalions). Features a detailed article pertaining to the battle. **$15.00**

3W **SALVO!** **
A fast-playing game of battleship actions in both European & Pacific theatres. Includes hypothetical & historic scenarios, a 19"x24" map (2,000 yards per hex), and 200 counters (individual battleships or screening units). The mechanics feature torpedoes, damage control, maneuvers, friendly fire, mines, crew quality, shore batteries, and more. A quick-playing game for naval buffs who have an aversion to messy paperwork! **$60.00**

3W **SINK THE BISMARK!** **
In May 1941 the German battleship Bismark & heavy cruiser Prinz Eugen begin operation Rheinubung: the destruction of Allied shipping in the Atlantic. This is an operational-level game of this naval campaign, with engagements being fought tactically. The mechanics include dummy task forces, a pre-plotted German movement log, historical & hypothetical scenarios (ie: the Scharnhorst & Gneisenau joining in from Brest), and the vital role of aircraft. Contains 200 counters and a map (75 miles per hex). **$50.00**

JED **VICTORY AT SEA** *
A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short 'n' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, criti-cal hits, and more. Components include 117 large counters, and a 16"x24" mapboard. **$30.00**

EASTERN FRONT

S&T152 **CASE GREEN** **
A magazine game from Strategy & TACTICS #152 that simulates a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, etc. **$10.00**

COA **EDELWEISS** ****
Recreates the 1942 invasion of the Caucasus: two German armies attempt to capture the petroleum works deep in south-east Russia before a Soviet winter offensive can counter their drive. The excellent mechanics structured into eleven phases, with exclusive rules covering atmospheric & ground conditions, special terrain types, partisans, patrols, outposts, sabotage, caravans, command flexibility, mountain & jager divisions, oil brigades, airdrops, NKVD units, armoured trains, and more. Contains 4 scenarios, with a variant-history Order of Battle, 720 counters, and four very detailed 22"x34" maps. **$60.00**

COA **PRELUDE TO DISASTER** ***
On May 1942, 4 Soviet armies shatter the South Ukraine front. This un-expected 1,200 tank juggernaut threatens to crush the 6th Army, liberate Kharkov, and seize the Dnepr River crossings. German reinforcements, assembled for operation Fridericus, with concentrated air support are rushed into battle to hammer the flank of the Russian offensive. Mech-anics include poor quality troops, airpower, partisans, variant-history rein-forcements, plus optional (historic) command restrictions. Components feature 720 counters (divisions, regiments & brigades), and one 22"x34" map (5 miles per hex). **$50.00**

GMT **RED (ARCTIC) STORM** **
Covers the fiercely contested 1939 to 1940 Winter War - Russia invades Finland, but is un-expectedly humiliated time and again by the vastly outnumbered, valiant defenders. Components include 200 counters (at brigade, regiment & division level) and a 22"x34" map (24 kms per hex). Rules cover paratroop drops, amphibious assaults, the effects of severe weather, ski units, Scandanavian volunteers, and possible Western intervention. Good quality components. **$50.00**

JED **RUSSIAN CAMPAIGN Series II** *
Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. **$25.00**

GDW **STAND AND DIE** **
October 1941, along the motor highway on Borodino the 10th Panzer Division and Das Reich make a desperate lunge for Moscow before Soviet reinforcements and the onset of a severe winter finally blunt Hitler's offensiver. This crucial battle for Russia's capital is recreated at the company level, with 650 counters (featuring detailed differentiation between vehicle types, firepower & troop role), two 19"x28" mapboards (500 meters per hex), and 3 scenarios. The mechanics cover air support, air superiority, direct fire, indirect fire, reaction fire, close combat, command-control, morale, engineers, night fighting & substantial historic background. **$90.00**

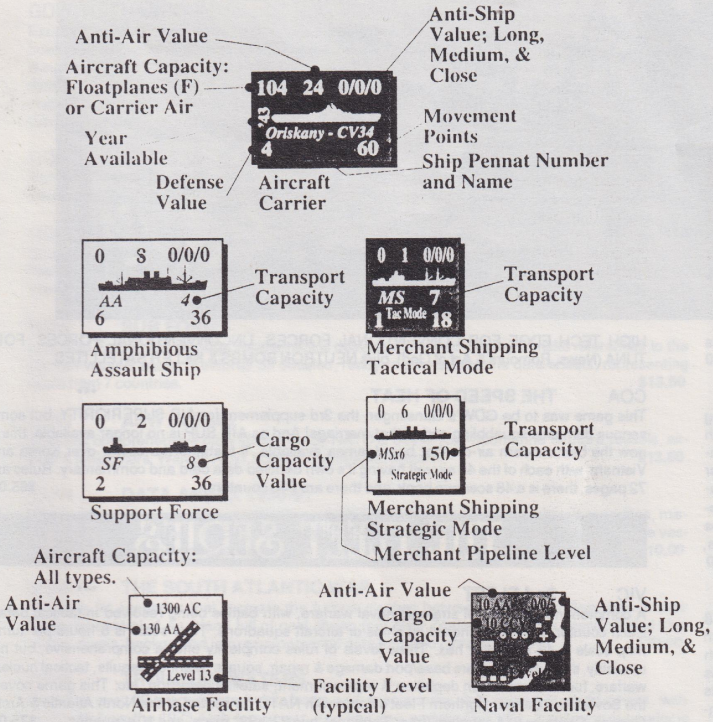
AH **TURNING POINT: STALINGRAD** **
Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). **$50.00**

FGA **WAR FOR THE MOTHERLAND** **
Another fine example of FGA's excellent quality. The map and counters of this game are superb, and the rules are of moderate complexity (16 pages). This is a strategic level game of the entire conflict from 1941-44, and features untried Soviet units, reconnaissance, Soviet Offensive Support bonuses, detailed supply, weather, and partisan rules, the Soviet war economy, and four scenarios, including Stalingrad, Barbarossa, and the complete campaign. Counter mix includes Hungarians, Finnish, Rumanian, German air & supply bases, Soviet economic assets,etc. **$50.00**

PACIFIC THEATRE

FGA **EAGLE AND THE SUN** ***
I honestly thought we'd never see the day we would manage to get hold of this title. But at last - here it is! The definitive game of the war in the Pacific. This game has 2,532 counters, which represent every single actual *and planned* ship of the entire conflict, 75 different aircraft types from 1932-48, land forces, and countless markers. Components are simply stunning, following FGA's high standards of excellence. There are *seven* 22" x 34" maps, several scenarios, campaigns, and

mini-campaigns, including two *War In The Thirties* what if scenarios. Nationalities included are Malaya, Burma, France, Dutch, Soviet, Japan, Britain, India, Australia, NZ, USA, Philippines, Canada, Chinese Communist & Nationalist, Thailand, etc. 63 page rulebook. Unboxed. **$99.00**



AH **GUADALCANAL** *

The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strip on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. **$70.00**

AH **MIDWAY 2nd Edition** *

After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. **$45.00**

VIC **PACIFIC WAR** ****

In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-gnashing than it is now! In 1942 loses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully in-tegrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! **$100.00**

3W **"SCRATCH ONE FLAT TOP!"** **

A simulaton of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target aquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, and two movement/search maps. **$50.00**

3W **TARAWA: BLOODY BETIO** **

A quick *solitaire* game of the 2nd Marine Division's costly invasion of Tarawa, as part of Operation Galvanic; the campaign to seize the Gilberts. The player controls the Marines, from brutal beach assault to mopping-up, while the Japanese defenders (having lost their communications network in the pre-invasion barrage) do reaction fire from their strongpoints, waiting for nightfall to initiate deadly banzi charges. Mechanics include LVTs, tanks, pill boxes, booby traps, sniper fire, air strikes, bombardments, supply, combat engineers, morale, demolition squads, etc. With 200 counters & a 22"x34" map (60 yards per hex). **$40.00**

S&T142 **TARAWA: RED BEACH ONE** **

Strategy & Tactics issue #142 features another solitaire recreation of the battle for Betio: in an area covering less than 290 acres 1000 Marines and about 3450 Japanese were killed in 3 days of desperate melee. The player assumes command of the beach-storming leather-necks, whilst the defenders retaliate from within a static defense of fortified positions (or an occasional counter-attack). The rules feature a two-player game, an optional reinforced Betio garrison, B-17 'daisycutter' strike, and the usual stuff like Am Tracs, airstrikes, ect. Components include 100 counters (mainly company level) and a 17"x22" map (100 yards per hex). **$12.00**

AH **VICTORY IN THE PACIFIC 2nd Edition** *

Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamin' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. **$55.00**

TSR **WWII - PACIFIC THEATRE** ***

This is a strategic level 1937 to 1945 campaign game with operational elements. The mechanics use monthly & seasonal turns, units appear in a historical sequence, while unit repairs & general construction are procured thru a nation's economic points. The two colourful 23"x34" maps (100 miles per hex) include a chunk of India, China & Mongolia, giving players a bit of elbow room. The 1200 counters include everything from fighter-bombers & paratroops, to engineers & destroyer escorts. There are 11 scenarios, & details for combining this game with WWII - EUROPEAN THEATRE (there goes your social life!). **$85.00**

POST WORLD WAR TWO

S&T144 **CHAD: OH WHAT A FEELING - THE TOYOTA WARS** ***

An interesting study for a wargame - the Chadian Civil War was a brutal conflict fought in typically uncompromising northern African terrain. The main protagonists were the Armed Forces of the North (pro U.S.) and the People's Armed Forces (pro Lybia). Assistance was sponsored by Lybia, America, France and the Organisation of African Unity. A total of 12 other smaller guerrilla factions participated, most with variable allegiances. The game covers both domestic details (such as drought, national GDP, foreign aid, tax, harvests, the military budget, etc) and military concerns (water supply, guerrilla sanctuaries, fortifications, airmobile assaults, Lybian/French intervention, SAMs, reconnaissance, etc). Certainly not for the faint-hearted! Includes 200 counters (company & battlion level) and a 22"x34 " map (35kms per hex). **$15.00**

VIC **FLASHPOINT: GOLAN!** ***

The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). **$35.00**

AH **IDF** **

Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraqi, and Jordan. Due August. **$70.00**

GDW **SANDS OF WAR** ***

Detailed game of tactical combined-arms combat in the Middle East, from 1941 to 1991. Contains 31 scenarios (23 are post WW2), plus a DYO section. See page 7 for details. **$80.00**

COM **TET '68** **

This game shows how the USA and it's allies, despite winning a military victory, were defeated psychologically and politically. Rules are 18 pages, and includes many variations on the standard game. There are 200 counters and a large map which includes Cambodia, Thailand, Laos, and North and South Vietnam. The NVA player has to try to gain political points by taking and holding as many cities as possible, almost regardless of losses, while the US player has to try to win points through achieving Military Objectives. **$15.00**

VIC **VIETNAM 1965-1975** ****

A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, airmobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps (6 miles per hex). **$60.00**

WORLD WAR THREE

AH **ATTACK SUB** *

A simple & devastating fast two-player game of submarine warfare that utilises cards, randomly drawn but selectively played, to determine sensor detection, contact reduction, weapon lockon, evasive action, range, malfunctions, heli-copter support, & more. As cards are frantically employed by players or thrust upon opponents, thus subs & ships jocky for position, evading probes from ASW vessels, whilst maneuvering quietly for that perfect shot, hoping no mis-fortune will befall them. Players have a choice of 48 ships & subs to command, each with its own large data card to record damage, contacts, etc. There are 13 scenarios, all NATO vs. Soviet navy, except for a Falklands war duel, & a 'Hunt for Red October' situation. 128 action cards (there's one depicted on the left) are the guts of this entertaining game that only takes 10 to 60 minutes to play. **$25.00**

VIC **CENTRAL AMERICA** ***

A grueling simulation of South American gunship diplomacy with 25 scen-arios & campaigns detailing historic & hypothetical covert, guerrilla, insurgency & conventional military operations in Costa Rica, Nicaragua, Honduras & El Salvador. Components include 780 counters representing air & land (from company to brigade) forces from over 17 nations, & a 32"x22" map (15 miles per hex). The mechanics have three levels of complexity, covering political considerations, weather, chemical warfare, Arclite strikes, paradrops, amphibious assaults, supply depots, demolitions, CIA helicopters, special forces (including Mosad & SOG teams), aerial counterinsurgency, and much more. **$50.00**

GMT **CRISIS: KOREA 1995** ***?

Features many scenarios portraying conflicts in and around the Korean peninsula. Compon-ents will include 600 counters (representing the air & land forces of North & South Korea, America, Australia, England, the United Nations & China), plus two maps. Due? **$70.00**

AH **FIREPOWER** ***

Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness environments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, wea-pon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal character-isitics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). **$60.00**

AH **FLIGHT LEADER** **

Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, umpired games, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle,

target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Com-ponents feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). **$50.00**

VIC **GULF STRIKE 3rd Edtion** ****

Quite a meaty Persian Gulf campaign game that concentrates on both the operational level (using a map scale of 28 kms per hex), and the stategic level (using a map scale of 280 kms per hex), with units able to move between the two. Strategic-level developments, such as global politics, reinforcements & supply, link directly with the blood 'n' guts tussle for real estate. Mechanics cover variable air missions, submarine warfare, chemical weapons, division breakdown & recombination, amphibious landings, special forces operations, artillery support, and engineers, with a special emphasis on supply networks & unit detection. Contains 1430 counters (representing forces from 16 nations, 64 different types of aircraft, 26 types of naval vessel, etc!), 5 maps, 7 scenarios, plus a Desert Shield kit. **$80.00**

GMT **HORNET LEADER** **

An engaging, relaxed solitaire game where the player leads a squadron of carrier-borne FA18 Hornets on various missions (ie: Air to Ground, Fighter Sweep or Fleet Air Defense) over foreign soil. Before any mission pilots, sections (pilot pairs) & weapons payload are selected, with each aircraft performing a certain role in the formation: air superiority, ground attack, etc. Everything is card based, with a colourful deck of 110 cards used to generate mission briefings, targets, events (A10 support, ECM failures, etc) & special conditions (storms, low clouds, etc). Includes 200 counters (munitions, MiGs, etc), a target display, pilot & mission log (for campaign play), a carrier display, & a special Iraq campaign map! Not very serious, but quite fun! **$65.00**

GMT **THUNDERBOLT & APACHE LEADER** **

Same as above, but with the emphasis on ground-attack missions for teams of A10 tank busters & AH64 attack helicopters. Innovations include a 'battlefield configuration' on the display sheet that uses terrain cards to create the target's environment, and a 'sector map' used to indicate the positions of enemy battalions in relation to the air base. An entertaining solitaire card game for campaign play (WW3 in Europe) or a quick fix of cardboard violence! In-cludes 110 superbly illustrated cards, and 300 counters (some for HORNET LEADER. **$65.00**

AH **M.B.T.** **

Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. **$70.00**

SUP **SUPREMACY** **

Components include 370 plastic playing pieces, a 20"x30" global mapboard, a deck of 65 resource cards, and 260 very high denomination bills of play money. Two to six despots, driven by avarice and a lust for power, seek to dominate the world! Conquest is acheived, albeit slowly, through a blend of shrewd economic proliferation, machiavellian diplomacy, and ruthless military strategies. Each nation must compete ruthlessly with its neighbours to expand its financial base - procuring natural resources and trading for profit on the world market. Huge sums of money are thus accumulated, and what else can you spend it on besides military hardware? The answer's nothing - so armies, navies & nuclear warheads suddenly proliferate. These tools of destruction are generally waved at an opponent in a threatening manner, until they in turn purchase some for similar coercive displays. What happens when two to six megalomanics fool around with nuclear weapons? Usually Armageddon! End of game... **$99.00**

SUPREMACY RULES VERSION 3.0

The latest edition rulebook, allowing those of you with the earlier version of the game to update it to Version 3.0 without having to fork out $99.00. **$10.00**

COLONIAL LEGIONS 698 plastic armies etc for use with the MegaMap. Due Nov. **$65.00**

FORTUNA Rules for News, Rumours or Acts of God, ie, natural, economic, & political disasters suchas coups, plagues, droughts, etc. **$35.00**

NEUTRON BOMBS & KILLER SATELLITES Strategic weapons that will affect military postures & readiness, including Solos & Spaceports. 348 pieces. **$40.00**

RESOURCE DECK TWO

These cards change the country of origin for all grain, oil and mineral companies, thus rearranging the global strategic network. Includes new off-shore resource locations. **$25.00**

THE HIGH TECH EDGE FOR STRATEGIC FORCES

Players can secretly develop nukes & neutron bombs with payloads of 5 warheads! L-stars & killer satellites can also be upgraded to counter this threat. Includes four decks of cards. **$40.00**

THE MIDDLE POWERS

Introduces two new superpowers: the Federation of Australasia & the Dominion of Canarctica, allowing an extra 1 or 2 players to join in on the mayhem! Contains 216 plastic markers. **$30.00**

UNCONVENTIONAL FORCES The sinister side of world politics, assassins, spies, saboteurs & exclusive, top-secret weapons. **$35.00**

WARLORDS & PIRATES Neutral territories/seas now become the domain of militant regional forces that can harass or aid the players. **$25.00**

MEGA SUPREMACY RULEBOOK

186 page softcover detailing the basic mechanics plus the rules introduced in the expansion sets. Includes tribute payments from foreign territories, fully detailed turn stages with expansion phases, reference charts , build tables, treaty forms, bond certificates, etc. **$45.00**

MEGA SUPREMACY MAP

This is a humongous vinyl map for Supremacy, large enough for you to place all your plastic pieces without worrying about knocking over someone else's stack. It's out now in the USA, and is due here in August. **$60.00**

FURTHER SUPPLEMENTS

Later this year we should have restocks of WARLORDS & PIRATES OF THE NEUTRAL ZONES, HIGH TECH EDGE FOR CONVENTIONAL FORCES, UNCONVENTIONAL FORCES, FORTUNA (News, Romours & Act of God), plus NEUTRON BOMBS & KILLER SATELLITES.

COA **THE SPEED OF HEAT** ***

This game was to be GDW's Gunslinger, the 3rd supplement for AIR SUPERIORITY, but some serious domestic squabbling ended that marriage! And as AIR SUP is no longer available, this is now the best modern air-combat boardgamea available. It features the airwar over Korea and Vietnam, with each of the 40 aircraft having it's own detailed data card and commentary. Rules are 72 pages, there is a 48 scenario book, and there are 240 counters. **$65.00**

THE FLEET SERIES

VIC **2nd FLEET** ***

A comprehensive series of strategic naval warfare, with battles being resolved in tactical detail. Each counter represents individual ships or aircraft squadrons. Time scale is 8 hours per turn - map scale is 46 miles per hex. Three levels of rules complexity offer a comprehensive, but not unwieldy, system that covers base/port damage & repair, squalls, Marine assaults, tactical nuclear warfare, fuel & ammunition depletion & replenishment, satellite detection, etc. This game covers the Soviet Red Banner Northern Fleet's battle with NATO for control of the North Atlantic & Arctic Oceans. Contains 644 counters (from 7 nations), two 22"x32" maps, and 10 scenarios. **$75.00**

VIC **7th FLEET** ***

The Soviet Red Banner Pacific Fleet must stop the Americans from reinforcing South Korea as North Korean forces make a second invasion. Components include 740 counters (from 11 nations, including Australia), and three 22"x32" maps. Features 9 one-map scenarios, and 4 advanced campaign games. The rules include shallows, drift ice, cruise missiles, limited detection, AEW aircraft, in-port replenishment, minelaying, weather effects, and more. **$85.00**

VIC **5th FLEET** ***

Covers the battle for the Indian Ocean, a brutal confrontation between Russia and NATO that will determine who controls the Persian Gulf, and its vital oil supplies. Includes the variable alliances of India, Iran & Indonesia. Components feature 740 counters (representing 21 nations), plus three 22"x32" maps. The game includes 9 scenarios & 3 three-map campaigns. Mechanics cover deep-diving Soviet subs, weather, sea-skimming SSMs, helicopter mine-sweepers, mid-air refueling, sea-skimming missiles, stand-off ASW attacks, and more. **$85.00**

VIC **3rd FLEET** ***

A medley of naval operations with three 32"x22" maps - features 12 one-map scenarios that cover a major Soviet offensive in the inhospitable waters of the North Pacific Aleutian Islands; the mother of all Cuba missile-crisises in the 1990's Caribbean; and an awfully destructive slug-fest in the confines of the Atlantic, English Channel & North Sea! Features 740 counters - representing the navies of 15 nations, each ship is evaluat-ed in 10 different areas of modern combat. New mechanics include stealth aircraft, torpedo decoys, long range SAM's, the Soviet Tbilisi carrier, and U.S. seawolf submarines. **$80.00**

SCIENCE FICTION

FAS **BATTLETECH 3rd Edition** **

By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboroughing space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, 'Mech anatomy & Regimental organisations.There are two 22"x17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderbolt, Rifleman, Wolverine, Marauder, Wasp, Phoenix Hawk, Locust, Warhammer, Stinger & Crusader, all direct castings of Ral Partha Mechs! **$39.95**

THE BATTLETECH COMPENDIUM

Once you've mastered BATTLETECH 3rd Ed, you'll be ready to update your game to 3050, where old technologies have been recovered, allowing new weapons such as pulse lasers, Streak SRMs, Ultra and shotgun autocannons, and new defenses such as Xtra Light engines, double heat sinks, foam titanium frames, etc, to be used. The COMPENDIUM contains ALL the rules required to play BattleTech and AeroTech, and covers all weapons and defensive technologies, designing mechs, turn sequence, advanced rules, optional rules, infantry, vehicles, VTOLs, etc. A 144 page book with color plates. **$16.50**

BATTLEFORCE

An independent wargame that pits regimental battlegroups in combat. Players get to lead an in-

tegrated force of Lances (Light, Medium, Heavy, Assault & Fire 'Mechs), tracked, wheeled & hover vehicles, plus infantry & artillery units. The rules cover Air Lances, Dropships, Lance & Regiment creation, campaign play, overburn abilities, step reductions (accumulative damage), combat experience & limited intelligence. Contents include 450 counters (representing infantry platoons, or 4 'Mechs & vehicles), plus two 22"x34" maps (180 metres per hex). **$60.00**

BATTLETROOPS A wargame that covers platoon level urban combat, with indivdual 'Mechs and other vehicles included. Each combatant has a record sheet detailing physical status, equipment, ammunition, experience level & leadership rating. Movement on the maps is via dots - not hexes, with special actions such as crawling & throwing grenades costing movement points. Platoon organisation for each House are described for play. The mechanics cover hand to hand combat, jump troops, morale, firing arcs, Mechwarrior piloting skills (with a fallen 'Mech template!), mines, fire, ect. Components include 56 colour soldier counters, 200 markers (splintered trees, crushed buildings, grenades, etc), & four 22"x33" maps (2.5 meters between dots). **$45.00**

BATTLESPACE The new system of aerospace combat in the 31st century, where Jumpships, Dropships, and Warships fight to get the Mechs they carry into battle. Fully compatible with BattleTech, this boxed game includes training scenarios, maps, counters, and rules to create fighters and transports, etc. Due October. **$55.00**

AEROTECH KIT Just the counters & map, for use with the COMPENDIUM. **$15.00**

BATTLEMECHS This box contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. **$27.00**

BATTLE FOR TWYCROSS 15 scenarios of Clan Jade Falcon's Guards. **$12.00**

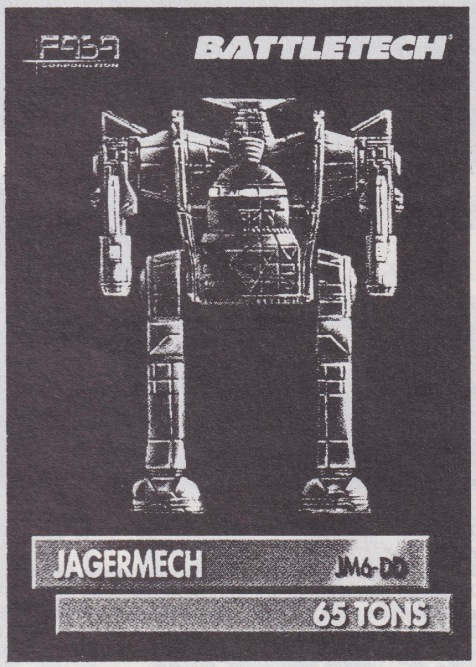
BATTLETECH INTELLIGENCE OPERATIONS HANDBOOK Something strange is going on - mercenary units are disappearing. They finish their contract, and then disappear. Who are what is behind this? Is one House secretly hiring these units? Or are they being destroyed in secret? This sourcebook reveals inside info on the intelligence agencies of the five Houses, Wolf's Dragoons, the Clans, and Comstar; also has new archetypes & personal equipment. **$34.95**

BATTLETECH MAP SET #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. **$35.00**

BATTLETECH MAP SET #3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residentual) hills. **$35.00**

BATTLETECH MAP SET #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large lake, and a drainage basin. **$35.00**

BATTLETECH RECOGNITION CARDS 160 mechs, each with their own card, full color, all relevant game stats, color key which breaks mechs into 3025 & 3050 or Clan, and weight class. Each mechs is also given it's Mechforce USA combat value. **$27.00**



BATTLETECH REINFORCEMENTS II Boxed set with 82 colour 'Mech counters from the TECHNICAL READOUT 3050. Includes prepared record sheets & plastic stands. **$45.00**

CITYTECH KIT Contains 2 22"x17" city maps, + 256 counters depicting various 'Mechs, buildings, vehicles & infantry. The rules appear in BATTLETECH COMPENDIUM. **$15.00**

COMSTAR SOURCEBOOK Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new 'Mechs. **$30.00**

DAY OF HEROES A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in theye March Rebellion, as see in *Blood of Heroes* novel. Due July. **$16.50**

McCARRON'S ARMORED CAVALRY Campaign with 14 scenarios, regimental background & a point-based system on customising the defending forces for variety. **$16.00**

MECH RECORD SHEETS #1: LIGHT Pregenerated record sheets for 54 different 'Mech types, each with an armor diagram, vehicle data, critical hit table & heat scale. **$16.00**

MECH RECORD SHEETS #2: MEDIUM 60 'Mech variants. **$16.00**

MECH RECORD SHEETS #3: HEAVY 72 'Mech variants. **$16.00**

MECH RECORD SHEETS #4: ASSAULT 50 'Mech variants. **$16.00**

MECH RECORD SHEETS #5: VEHICLES Armor charts & technical specifications for 39 tracked,20 wheeled vehicles, 25 hovercraft, 3 naval vessels, 8 VTOL systems. **$16.00**

MECH RECORD SHEETS 3025 Record sheets from Tech' Readout 3025. **$16.00**

MECH RECORD SHEETS 3055 I think the title adequately explains all. **$16.00**

OBJECTIVE RAIDS A campaign sourcebook detailing the unit disposition of all known Inner Sphere & Clan forces, down to Battalions. All the major industrial worlds are also listed, with data on 'Mech manufacturing, component products, and garrison units. 192 pages. **$30.00**

PLASTECH Contains 16 1/285th scale plastic 'Mech miniatures - two each of the follow-ing: Atlas, Blackjack, Catapult, Hunchback, Locust, Panther, Trebuchet & Valkyrie. **$35.00**

SOLARIS VII Boxed set detailing a mercenary world devoted to spectacular gladatorial contests, and the machiavellian intrigues of Inner Sphere politics. Contains two 64 page books, eight colour 22"x35" maps (including the 5 Great House arenas!), a comprehensive 'Mech dueling system with extra tactical options, and 12 very nasty arena 'Mechs. **$60.00**

SOLARIS: THE REACHES Information on the seedier side of Solaris and includes maps of more arenas where a warrior can find glory or death. Due October. **$34.95**

TECHNICAL READOUT #1 3025 Includes game statistics, technical backgound, and an illustration for 55 'Mechs variant s, plus conventional vehicles, combat aircraft, etc. **$25.00**

TECHNICAL READOUT #2 3026 Vehicles & infantry combat equipment. **$25.00**

TECHNICAL READOUT #3 2750 Earlier 'Mechs & conventional weapons. **$25.00**

TECHNICAL READOUT #4 3050 The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. **$30.00**

TECHNICAL READOUT #5 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere 'Mechs, Clan OmniMechs & Omnifighters, 2nd-line 'Mechs, and refits! **$30.00**

WHITE METAL Contains an 11 page adaption for playing BATTLETECH with miniatures, streamlining rules so that players can use 20 or more mechs each! **$5.00**

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

GAM **BATTLE FOR ARMAGEDDON** *

A two player game of strategic warfare in the Imperium. Massive Ork forces invade the planet Armageddon, while the Imperial hiveworld troops, Imperial Guard, and Space Marines attempt a desperate defense. The three Space Marine Chapters are Blood Angels, Salamanders, & Ultramarines. Included are a large mounted mapboard, colorful double sided counters, two sets of strategy cards, special cards, ref sheet, & rulebook & history. **$50.00**

STE **CAR WARS** **

A fast-playing multi-player game of automobile combat. Players spend points designing a vehicle - thickness & position of armor plating, choosing from an array of weapons (smoke-screens, caltrop dispensers, auto-cannons, oil slicker, etc), and support gear (targeting computers, bumper spikes, etc). These machines of destruction are then raced about on the road in a delirious frenzy of mindless mayhem, and harrowing havoc. Con-tains 73 colour counters & two 22"x34" arena maps. The rules cover driver skills, special maneuvers, collisions, debris, armed pedestrians, obstacles, motorbikes with sidecar weapon-pods, and campaign play. **$25.00**

CAR WARS COMPENDIUM A collection of rules, vehicle descriptions, and equipment lists from from CAR WARS Deluxe, Boat Wars, Dueltrack, the Uncle Albert's Catalogues, and Autoduel Quarterly. Includes an index & reference cards. 112 pages. **$40.00**

MINI CAR WARS A cute little introductory game with only 17 paper counters, and some tiny roadmaps. **$2.50**

TAS **FEDERATION & EMPIRE (DELUXE) 3rd Edition** ***

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individsual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... but it's rather expensive! **$99.00**

GAM **HORUS HERESY** *

A gripping game of the chaos-corrupted Warmaster Horus leading a huge rebellious army which includes chaos daemons and traitor marines, to attack Earth and the Emperor. The large, colorful mounted map includes the Emperor's Palace and surrounding areas. Off-world areas include the warp the orbital areas. There are 181 double sided counters, 20 cards, colorful setup sheets, rule book which includes a complete history of this all important battle. **$50.00**

GDW **IMPERIUM 2nd Edition** **

A superb interstellar campaign wherein the massive Imperium tries to extinguish a growing rebellion ignited by an impudent Terra. The Imperial armada, although possessing incredible destructive potential, is virtually shackled by bureaucratic officialdom, and is thus slow to gather its strength (the Imperial player must appeal for increases in military product-ion or finances, and lose Glory Points in the process!). Terra however, is an agile and fierce opponent which seeks a quick victory. The rules include world income, hyperspace jumps, suicide attacks, planetary bombardment, jump troops, outposts, monitors, Imperial succession repercussions, civil war, campaign play, etc. Components feature a 17"x22" mapboard (1.67 light years per hex) plus 350 counters (squadrons & divisions). **$60.00**

GLO **LEGIONS OF STEEL** *

A fast paced miniatures game of conflict in the near future. Human commandos in power armor invade an enemy base complex or spaceship, and are assaulted by hordes of killer android organisms, including skeletal G1 Nightmares, and the Mark 1 Assault Fiend. The game is fast moving and has a *Space Hulk* feel. Components include 19 metal miniatures (called 25mm but really around 30mm), 48 full color interlocking map templates, 86 color counters, 24 stand up doors, rulebook containing 8 scenarios, etc. For 2 players, each game 1 to 3 hours in duration. **$99.00**

STE **OGRE & G.E.V.** **

Terrific package with two great tactical games! OGRE pitts a conventional army group (infantry, heavy & missile tanks, nippy GEVs & howitzers) against a tracked cybernetic juggernaut bristling with missiles, cannons & anti-personnel guns. The Ogre's task is to trash the enemy's command post (this metalline beast just has to drive over it!), the defenders must gallantly plug away at the lumbering Ogre, gradually knocking out weapons and treads (this slows the hulking bugger down). The Ogre meanwhile selectively pulverises opponents, ignorant of the accumulating damage, grinding ever closer to the CP... G.E.V. introduces new units (light tanks, mobile howitzers & smaller Ogres) and allows players to selectively build army groups and beat the crap out of each other. Includes 4 scenarios, 187 counters (individual AFVs or 1 to 3 infantry squads), and two maps (1.5 kms per hex). **$25.00**

STE **OGRE MINIATURES RULES** **

In conjunction with the excellent OGRE miniatures recently released by Ral Partha, these rules are superb. Play is done without hexes, and the book is profusely illustrated and contains many color photographs. Rules include detailed yet playable movement and terrain rules, die cut templates, historical timeline, Tables of Organisation including 10 Ogres, the usual conventional units & archaic armor, command posts, bridges, emplaced weapons, revetments, jamscreens, minefields, camoflage, etc. Point values are included for all units. Highly recommended. **$35.00**

STE **OGRE DELUXE** **

A beautifully presented deluxe edition of OGRE. Contains a full color 11" x 17" mounted mapboard of a moon surface, full color two sided counters with plastic stands, and rulebook. **$50.00**

FAS **INTERCEPTOR** **

The tyrannical Terran OverLord Government and its ruthless armada are set to conquered the galaxy. Now the Commonwealth's renegade legions dare to resist the New Rome Empire. This is an entertaining ship-to-ship combat game between fighters, gunboats & corvettes. The basic movement & combat mechanics are enhanced by a detailed damage system: when a ship is hit a

weapon's-effect templates is used to carve damage out of the target's armor, when a hit actually penetrates the guts of a ship a comprehensive flow-chart is used to slelectively destroy the on-board systems until something nasty & terminal happens. Further rules cover atmosheric combat, campaign play, space installations, ship construction, asteroids, and variable missile warheads. Components include 156 counters & two 21"x35" maps. **$60.00**

THE FIRE EAGLES Contains 15 scenarios featuring the elite TOG Blood Eagles. **$15.00**

T.O.G. FIGHTER BRIEFING Histories, statistics & illustrations for 20 vessels . **$18.00**

COMMONWEALTH FIGHTER BRIEFING As above, but for the other side. **$18.00**

DISTANT FIRE Campaign of the battle for Gustaviv's Regret, with 20 scenarios. **$18.00**

FAS **CENTURION 2nd Edtion** **

The tank-to-tank version of INTERCEPTOR, this is a superb tactical combat game. When a weapon hits an AFV, a template is used to determine the extent of damage to the target's armor, this is then recorded on the vehicle's log, once the armor is penetrated the vital internal components begin to sustain hits, with disastrous results. Further rules cover orbital & conven-tional artillery, infantry squads, firing arcs, hull down positions, missiles, lasers, painting targets, buildings, leaders, variable ordinance, mines, smoke, engineering vehicles, air support, ground & space installations, & vehicle construction. Components include an array of game markers, two double-sided 21"x34" maps, and 36 plastic 1/285th scale Grav Tank miniatures. **$60.00**

TOG CO-HORT PACK

Has 54 plastic vehicles - 18 Horatius, 9 Romulus, 18 Aeneas & 9 Lupis class Grav Tanks. **$40.00**

RENEGADE LEGION CO-HORT PACK

Has 54 plastic vehicles: 18 Liberator, 9 Spartius, 18 Wolverine & 9 Viper class Grav Tanks. **$40.00**

HARBINGERS OF DEATH A campaign module with 11 scenarios. **$10.00**

2ND ARMORED CAVALRY REGIMENT Campaign module with 12 scenarios. **$10.00**

CENTURION TECHNICAL UPDATE Covers new weapons, battlefield senors, 5 new vehicles, static defense systems, optional rules (hit locations, engineers, troop quality, close combat, etc), the double-blind & operational-level game, plus new record forms. 80 pgs. **$22.00**

FAS **PREFECT** **

An ambitious boardgame that simulates operational-level planetary assaults. The attacker's fleet begins the invasion, capturing moons & trying to draw the defender's reinforcements out with feints. Once the target world's orbit is secured freighters & troopships, competing against enemy fighters & air defenses, deliver ground forces for the final phase. Format-ions of armor & infantry slug it out in a desperate struggle for cities & fort-ifications. This game has it all, mechanics include covering naval forces, orbital bombardment platforms, troop drops, bridgehead supply, artillery, fatigue, engineers, space combat, and more. Components include an operational briefing book, over 800 counters, a 21"x34" planet map, a 21"x34" system map, scenarios, DYO invasion options, & campaign notes. **$65.00**

SHANNEDAM COUNTY SOURCEBOOK Details the 86 systems located in Shannedam - each with history, geography, industries & military units described. 120 pages. **$20.00**

IRO **SILENT DEATH UNLEADED** **

A vast galactic empire collapses, its great navy literally beheaded by the Emperor's death. A high-tech feudal war begins as the fragments of civilisation jostle for prominence. This is an entertaining tactical simulator of battles between proud Starfighter Wings. The fast-playing mechanics cover missiles, torpedoes, drifting, asteroids, damage control, gunnery duels, damage tracks, etc. Starship pilots & gunners have variable skill levels which improve with every successful mission, thus promoting campaign games. Includes six 22"x17 maps, 172 counters (with 40 colour starships), and 13 (+DYO) scenarios. **$40.00**

OVERKILL: THE PTOLEMEAN WARS

A module of interstellar warfare between the Colosian Fleet & House Ptolemus. Includes 7 new fighter & 2 gunboat designs, 12 fighter wings, 12 scenarios, 2 campaign games, Rules Annex #1 (new cannons, projectors, warheads, pilot luck, life pods, etc), plus 180 counters. **$25.00**

NIGHT BROOD

The Hatchlings swarm forth from within the depths of the Clutch Worlds, alien starfighters eager to throw back the human frontier. This box set includes 6 metal miniatures, a hatchling sourcebook, colour counters, scenarios, 8 Terran fighter wings & special Hatchling dice! Due May. **$40.00**

MB **SPACE CRUSADE** *

From beyond the toxic Warp forgotten starships, captured by the Warp and infested with Chaos, drift into Imperial space. Most of these vessels have been lost for thousands of years, and now they return bearing a cargo of corruption - Chaos abominations intent on destruction! It is the Space Marines' task to board these poisoned derelicts and cleanse them of their noisome inhabitants. 2 to 3 players choose a Marine squad and equip it with an assortment of heavy & melee weapons. Another player controls a host of Chaos spawn (Orks, Gretchin, Androids, Chaos Thugs, Genestealers & the dreaded Dreadnought!) who must destroy the hated Marines. This hectic hack 'n' splat boardgame includes 50 plastic Citadel miniatures (25mm scale), 12 scenarios, plus cardstock three-dimensional bulkheads & doors. Fun. **$75.00**

GAM **SPACE FLEET** *

A very basic ship-to-ship combat game for two to four players. The object is to scoot around the star-spangled map, blowing enough holes in your opponent's vessel(s) to make breathing impossible for the butt-suckers inside! This is actually quite engrossing: players must out-maneuver the enemy (simultaneous movement) so that major weapons face a target. All ships have their own shield configuration, enemy fire must punch through this before critical damage is sustained. Simple yet fiendishly addictive - includes four nifty plastic ship miniatures. **$35.00**

TAS **STAR FLEET BATTLES CAPTAIN'S EDITION BASIC SET** ****

This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 counters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), raceial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. **$65.00**

SFB ADVANCED MISSIONS

Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (with stats for over 100 new ships), & 216 counters. **$65.00**

CAPTAIN'S RULEBOOK

This comprehensive, and rather expensive boxed set contains the CAPTAIN'S EDITION BASIC SET rules described above, the ADVANCED MISSIONS rulebook, the New Worlds I & II modules, 10 page dividers with reference charts, and some SFB stickers (for a binder). Note that there are no starship counters in this boxed set - you MUST have Cap'ts Ed Basic Set to use. **$80.00**

CADET TRAINING MANUAL STAR FLEET BATTLES for beginners. This 48 page primer covers movement, combat, energy allocation, drones, torpedoes, etc. Includes a 11"x15" starmap, 40 counters, 13 scenarios (each introducing new rules), & 9 SSD ship forms. Cute! **$15.00**

CAPTAIN'S LOG #9 80 page book containing story, weapons, scenarios, map, tactics, Fed & Emp article, & 4 new carrier SSDs. **$18.00**

CAPTAIN'S LOG #10 80 page SFB annual that features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATON & EMPIRE stuff, etc. **$20.00**

CAPTAIN'S LOG # 11 80 pages, including scenarios, tactics covering Tholians & Maulers, two new X-Ship SSDs, a most amusing article on how the Klingons view the Federation,etc **$20.00**

CAPTAIN'S LOG # 12 Due Sept. More details next catalog. **$20.00**

CAPTAIN'S MODULE B Contains six unusual 22"x29" starmaps - including an asteroid belt & field, a ringed gas giant, a black hole, a Tholian Web template, plus 6 scenarios. **$10.00**

CAPTAIN'S MODULE J: Fighters With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, and a new space monster! **$35.00**

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, and a new space monster! **$35.00**

CAPTAIN'S SSD PACK Contains all the SSD's from the CAPTAIN'S EDITION Basic Set, Advanced Missions, plus MODULES C1 & C2. SSDs for over over 300 ships. **$40.00**

MODULE C1: New Worlds I Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. **$30.00**

MODULE C2: New Worlds II Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, and 108 counters. **$30.00**

MODULE C3: Adds the LDR, Seltorians, rules, scenarios, & new counters. Due July. **$34.95**

MODULE D1: Veteran's Master Ship Chart Lists ships from the old & new SFB, Starletter & Captain's Log. With Carrier data & master charts for Fighters & PFs. **$10.00**

MODULE D2: Tournament Tactics Maneuvers from the masters, for the 12 tournament cruisers. Over 50 tactical essays from a bunch o' grown men with pretentious accolades! **$10.00**

MODULE D3: Booms and saucers. 32 page SSD book with 12 Federation saucers, 12 Klingon booms, 5 Neo-Tholian rear hulls, & 2 scenarios involving Hydrans, Klings, Feds. **$12.00**

MODULE P1: Frax Includes a simulated 'new race' with 7 SSDs, Hydran DD variants, scenarios, FEDERATION & EMPIRE Total War rules, chaff, chain reactions & sucide PFs! **$10.00**

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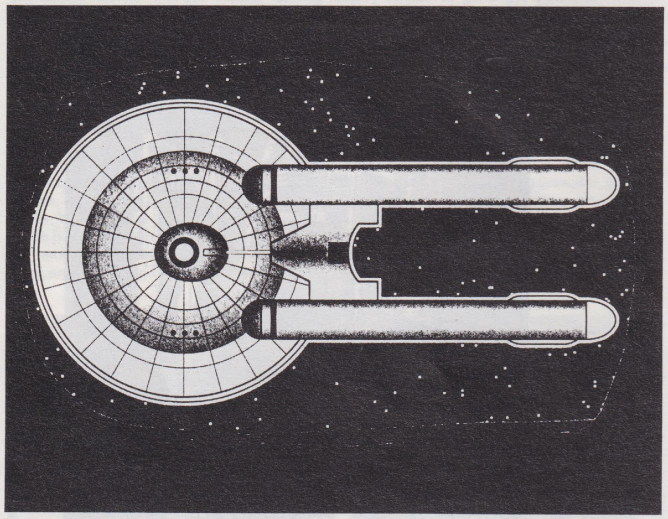


MODULE P5: Covers the Lyran Democratic Republic, with history, order of battle, ship SSDs, etc. **$10.00**

MODULE R1 Covers starbases, battle stations, base modules, freighters, etc. **$35.00**

MODULE R2 Lots of ships, some of 'em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 Andromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. **$35.00**

MODULE R3 Another collection of ships, again some of 'em are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. **$35.00**

MODULE R4 Ships, SSDs, scenarios for the Romulans, Gorns, Tholians & ISC. **$35.00**

MODULE R5 Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! **$40.00**

MODULE S1: Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. **$22.00**

MODULE S2: Scenario book # 2, with full color maps. Due July. **$24.95**

MODULE T: TOURNAMENTS 1993 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. Due July. **$25.00**

STAR FLEET MISSIONS A fast beer 'n' pretzels card game version of SFB. **$35.00**

TACTICS MANUAL 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc). **$30.00**

TOURNAMNENT BOOK '91 Complete rules, 12 tourney SSDs & 216 counters. **$10.00**

GAM **TYRANID ATTACK** **

This is a completely revised and much improved 2nd Edition of Advanced Space Crusade. Rules are much simpler (like SPACE HULK) and ship exploration is now simply and playable. Contains 6 tyranids, 8 genestealers, 2 hybrids, 5 terminators, 10 scouts, 6 large floor sections, 16 exploration cards, objective templates, and detailed rules with background information. The objective of the game is for the Space Marines to "kill" the organic tyranid ship before the hordes of awakening tyranids kill them. Good fun. **$75.00**

GAM **ULTRAMARINE** *

Two to four players lead a squad of Marine Scouts through the steel labyrinth of a derelict space hulk, searching the rusty corridors & silent crypt-like rooms for alien artifacts. The mechanics are fast 'n' simple, involving lots of bloodshed, & such things as variant event cards (what you find, what finds you, etc), vicious hand-to-hand melee, and flesh-blasting ranged combat (with bolter pistols, vortex & frag' grenade, plus hellfire rounds!). Components include 20 plastic 25mm Citadel miniatures, and a whole mess of laminated cardstock floorplans. **$25.00**

FANTASY

MB **BATTLEMASTERS** *

Okay, this is really a kids game, aimed at ages 8 and up, and the rules are simplified to the point of stupidity, but aside from that, the game is really worth considering. The components are absolutely without compare: a full color, hex grid vinyl map that is 4.5 feet by 4.75 feet, 103 plastic figures, including 1 Ogre champion, 6 gobbo wolf riders, 3 mtd chaos knights, 10 orc swordsmen, 10 gobbo swordsmen, 10 chaos beastmen, 10 chaos warriors, 10 chaos archers, 9 Imperial mtd knights, 3 Imperial mtd Lords, 15 halberdiers, 10 archers, 5 crossbowmen, 1 huge cannon & crew. Other items include a pastlic tower, plastic movement trays, heaps of tokens and playing cards, etc. If you don't like the rules, it would not be difficult to either adapt them, or even use some other rules such as Warhammer Fantasy Battle. But either way, the game's well worth the figures **$99.00**

MB **HEROQUEST** **

1 to 4 bold adventurers plunge into an endless succession of dungeons, driven by avarice alone, they face the hideous hordes of Morcar the Evil Wizard. This great introductory game features rather basic roleplaying mechanics (simple character sheets & skills, a 'Dungeon Master' hiding behind a screen who controls the bad guys & cheats with dice rolls, plus a mindless vault-to-vault orgy of treasure huntin' & monster slaughtering). Components include 35 plastic 25mm Citadel miniatures (8 Orcs, 6 Goblins, 3 Fimirs, 4 Chaos Warriors, 1 Sorcerer, 1 Gargoyle, 4 Skeletons, 2 Zombies, 2 Mummies, 1 Wizard, 1 Barbarian, 1 Dwarf & 1 Elf!) various bits of carboard 'n' plastic furniture, a colourful mapboard, etc. Mechinics feature magic spells, buying equipment, traps, missile fire, & wandering monsters. **$60.00**

KELLAR'S KEEP HeroQuest Module 1

The Emperor, besieged by Orcs deep within in the ancient tunnels of Karak Varn, must be rescued before his royal ass gets soundly trashed! Features more plastic miniatures (8 Orcs, 6 Goblins & 3 Fimir), 10 adventures, plus new laminated map-overlays. **$18.00**

RETURN OF THE WITCH LORD HeroQuest Module 2

A party of Heroes must enter a subterranean fortress beneath the fallen city of Kalos, and slay the lurking Witch Lord, and his undead minions. Includes some more plastic miniatures (4 Zombies, 8 Skeletons & 4 Mummies), 10 adventures, plus various map overlays. **$18.00**

AGAINST THE OGRE HORDE HeroQuest Module 3

In the heart of the rugged mountains lies the hall of the Ogre Lord, protected by loyal followers, devilish traps & chaos spells. Your dear Emperor wants the Ogre Lord's viscera for ventilated; but he's not going to do it himself, he's not that stupid - you are! Includes seven plastic 25mm Ogre miniatures, some map-overlays, 15 spell tokens, and 7 Quests. **$29.00**

GAM **ADVANCED HEROQUEST** ***

This is a multiplayer roleplaying boardgame - one player becomes the Gamesmaster (who controls the monsters), the other participants are the adventurers seeking fame & fortune. The Gamesmaster lays out room & corridor tiles as our greedy heroes traverse the dank chambers in search of loot (and skulls to bash in!), thus the dungeon's shape remains un-known until explored. The 64 page rulebook covers exploration, secret doors, traps, sentries, missile fire, critical hits & fumbles, fate points, magic spells, magic treasure, 9 character & creature attributes, traps, random events between adventures, training, buying equipment, solitaire rules, etc. An ideal campaign game where players aspire to become heroic legends, or at least get filthy rich! Can be used in conjunction with HEROQUEST. Components include 36 plastic Citadel miniatures, various markers, & a mess of beaut room tiles. **$75.00**

BTRC **MACHO WOMEN WITH GUNS** **

This bizarre production is a simplistic beer 'n' pretzels marriage of roleplaying character creation and wargame violence. The title aptly encompasses the rather shallow theme of play: Step 1 - create young buxom female characters (all you boys with stereotypical sexist pinups from Picture or People magazine have an advantage here), and choose a scantily illustrated counter that best reveals her attributes; Step 2 - arm them with an array of splatter-frenzy, phallic hardware; Step 3 - put the counters (with the adolescent-fantasy artwork) on the map & blow the crap out of everything that moves! Contains 10 pages of rules, two A4 maps, 52 counters, & a bizarre 4 page scenario. **$8.50**

RENEGADE NUNS ON WHEELS

Armed with Uzi's & the blessing of the church, the sisters of Our Lady of Harley-Davidson ride forth to combat the wicked degenerates & monstrous mutants that roam the streets; lots of violence and mayhem in an American inner-city environment - that's the only realistic part of this game. Contains 52 counters, four maps & 10 pages of rules (with solitaire play). **$8.00**

BATWINGED BIMBOS FROM HELL

In the introduction it says "Armed with wings, weapons & cleavage...", whilst on the back page blurb it reads "They're bad, they're brash, and they're mercifully free of the ravages of intelligence!" - what more could any seriously dedicated gamer ask for? Includes aerial combat rules, plus bizarre new creatures, 27 counters, 1 map, etc. Silly, but popular. **$8.00**

THE FINAL CHAPTER - PART ONE

Features new rules, more skills, advantages, disadvantages, free scenarios, 14 fun counters, an index for all the supplements, and 3 A4 maps.There is also a separate game wherein 90-year old survivors of WWIII must battle to the death for food in a brutal rest-home bomb shelter, with 28 counters and a map. Does your mum know you'r buying this junk? **$8.00**

TSR **DRAGONSTRIKE** *

An easy to play new boardgame which comes with a Video tape (in PAL: this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic Ral Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den. Due July. **$70.00**

TSR **DUNGEON! 2nd Edition** *

1 to 12 young players lead individual adventurers, either grizzled warriors or powerful Wizards, as they explore labyrinthine catacombs. Silent corridors worm their way thru the underworld, portals loom out of the darkness. Behind these grim doors hide all manner of hideous beast; from foul Orks to Evil Sorcerers & puissant Dragons, for those brave heroes who can slay such adversaries there is the reward of treasure. The player's search for loot leads them ever deeper into the Dungeon, where they must face stronger foes, and if victorious they will receive mighty artifacts! Features a 21"x35" mapboard, 250 illustrated cards (for characters, monsters, treasures & spells) and 6 plastic Hero minatures. **$50.00**

TSR **GREYHAWK WARS** **

2 to 6 heroes lead armies along the bloody path of conquest in this absorbing game of empire building in the Flanaess, from the AD&D world of Greyhawk. This is a simple, colourful simulation that allows players to dabble in both careful diplomatic entreaties, and ruthless military aggression. Mechanics cover fleets, fortifications, heroes, treasure quests, army recruitment, racial abilities, alignments, etc. Components feature 416 counters, two 21"x32" maps (using area movement), and over 150 cards depicting special events, mercenary bands, treasure & countries (given to players when they are captured). Features 4 scenarios, plus a 32 page campaign history. **$45.00**

GAM **KERRUNCH** *

A fast-playing two person game of fantasy football (based on the American style Gridiron, without the commercials). Teams of Orcs, Humans, Elves & Dwarves must attempt to score three touchdowns to win, or at least ignore the pigskin and prove their mettle by kicking a few heads - yes, it's about as mindless as the real thing! A very simple game for all young 'uns shy of big, nasty rulebooks - but quite comfortable with the concepts of sporting violence! Components include twenty-four 25mm plastic Citadel miniatures, a 16"x32" playing field, and 4 small pages of rules (moving, tackling, passing & recovering) **$25.00**

TAS **KING'S BOUNTY** **

In the realm of Rhan lurk all manner of despicable fiends and desperate fugitives intent on plunder and other nefarious activities. Opposing these degenerate hooligans are the bounty hunters - equally dubious thugs who get paid by the King to kick heads and ask questions later. One to eight players disregard their sensibilities and go in search of wealth or glory, tracking down depraved villains and presenting them to the royal court for loot. The game mechanics feature trickery, fame, reputation, magical treasure, equipment purchases, fugative contracts, alternative endings, and solitaire options. Components include a 17"x22" map, 32 fugative markers, 8 Bounty Hunter counters, and a wad of filthy lucre. **$45.00**

AVA **LEGENDS OF ROBIN HOOD** *

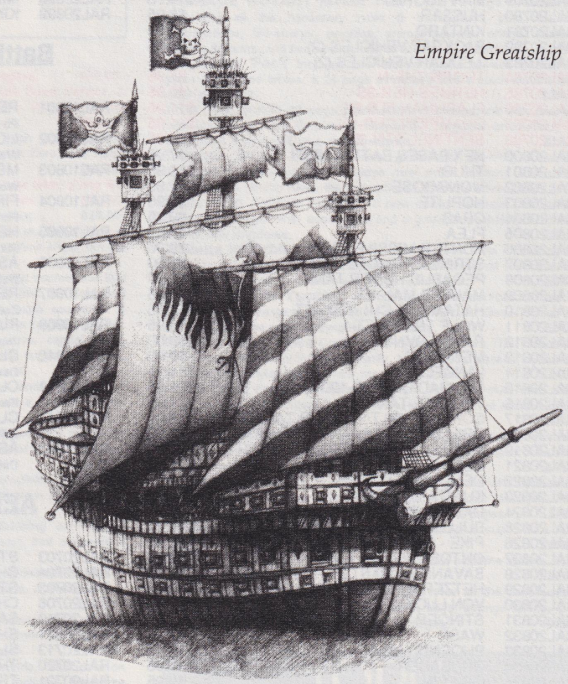
Within the lush expanse of greenwood in 12th century England, Robin Hood, Little John, Friar Tuck, Wil Scarlet & Allan A'Dale compete for accolades from the oppressed peasants. These affable outlaws must outdo their fellows in amassing the most gold by winning archery contests, recruiting stout yeomen, or robbing wealthy reavellers. But unwary players can fall into the clutches of the Sheriff's rough lads, to face the wrath of Prince John or Sir Guy in Nottingham castle's dungeon! It's all good wholesome fun, great for the little 'uns and energetic families. Components include a 16"x22" colour mapboard (area movement), various counters (lucre, merry men, etc), 64 illustrated cards, and 2 pages of rules! **$25.00**

AH **MAGIC REALM 2nd Edition** ****

Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirlings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure, but only if you can read the 80 page rulebook! **$60.00**

GAM **MAN O' WAR** **

A stunning new game from Games Workshop - naval action in the Warhammer Fantasy world. A game that really gives the feel of great warships plowing through the seas, guns firing and crews posied ready to board the enemy ships in bitter hand-to-hand struggles. There are no hexes, movement is done on a flat surface, being a combination of turning, movement distance, wind direction, oars, etc. There are ships of the line, making the bulk of the fleet, and the great Men O'War, mighty ships that are the foundation of your fleet. Each ship has it's own stat card, which includes all relevant damage details, and the ship's stats. The game comes with rules, painting guide, 6 plastic pirate wargalleys, 6 plastic Imperial wargalleys, two packs of 32 cards, hundreds of counters for magic, damage, crew, debris, etc, & card Islands, shorelines, etc. **$75.00**



Empire Greatship

GAM **MIGHTY WARRIORS** *

From the sewer's serpentine tunnels a coven of Skaven, plus a lone chaos Wizard, launch a sudden raid on a castle. Three brave adventurers must lead a party of hesitant militia on a counter-attack to rid the castle's chambers of the evil ratmen! This is a very simple game for 2 to 4 players. Components include **36 plastic 25mm Citadel miniatures (20 Skaven, 12 warriors, 1 Dwarf, 1 Elf, 1 Knight & 1 Wizard),** and 12 colourful room-tiles. Fast 'n' fun game for beginners - with only 3 small pages of rules, you can't expect much more than that! **$25.00**

AH **TITAN** **

A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vieing for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties - in each terrain-locale on the Masterboard a new critter can try to be be coerced into a legion. When opposing legions clash on the Masterboard play is transfered to one of eleven 8"x11" Battleland maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summonong angels, etc. With 621 large, attractive counters. **$65.00**

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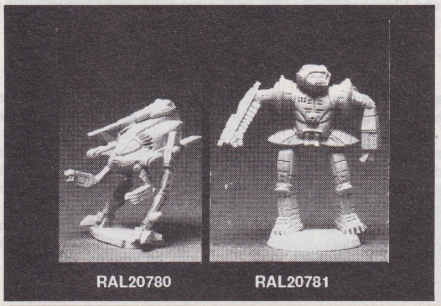

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RAL20895	EXTERMINATOR	$11.95
RAL20896	HIGHLANDER	$12.95
RAL20897	ANNIHILATOR	$13.95
RAL20898	IMP	$13.95
RAL20899	KING CRAB	$13.95

BattleTech Boxed Lances

All come with hex bases.

RAL10801	RECON LANCE Ph Hawk,Stinger,2 x Locust	$29.95
RAL10802	LIGHT LANCE Wasp, Griffin, Ph Hawk, Stinger	$29.95
RAL10803	MEDIUM LANCE Wolverine,Crusader,Sh Hawk,Stinger	$34.95
RAL10804	FIRE LANCE Ph Hawk,Rifleman,2 x Archer	$34.95
RAL10805	HEAVY LANCE Rifleman,Thunderbolt,Crusader,Griffin	$34.95
RAL10806	ASSAULT LANCE BattleMaster, Marauder, 2 x Warhammer	$44.95
RAL10807	REGIMENTAL COMMAND LANCE Zeus,Ostscout,Cyclops,Atlas	$39.95
RAL10808	PURSUIT LANCE Jenner,Vulcan,2 x Commando	$29.95
RAL10840	CLAN LIGHT OMNI MECHS BOXED Dasher,Uller,Puma,Koshi	$34.95
RAL10841	CLAN MEDIUM OMNI MECHS BOXED Fenris,Dragonfly,Ryoken,Blackhawk	$44.95
RAL10842	CLAN HEAVY OMNI MECHS BOXED Loki,Vulture,Madcat,Thor	$47.95
RAL10843	ASSAULT OMNI MECHS BOXED SET Daishi,Masakari,Gladiator,Man O'War	$49.95

AEROTECH FIGHTERS

1/300th scale metal kits with 1 model.

RAL20703	STUKA	$10.95
RAL20704	CHEETAH F-10	$6.95
RAL20705	STINGRAY F-90	$8.95
RAL20706	CHIPPEWA CHP-W5	$10.95
RAL20710	SAMURAI AEROSPACE FIGHTER	$9.00
RAL20711	SHOLAGAR	$7.50
RAL20713	SLAYER	$10.95
RAL20720	THRUSH	$7.95
RAL20721	TRANSIT	$7.95
RAL20722	TRANSGRESSOR	$9.95
RAL20723	WARRIOR HELICOPTER	$7.95
RAL20724	MECHBUSTER FIGHTER	$8.95
RAL20799	FLIGHT BASES (6)	$8.95

AD&DFANTASY

AD&D Characters

Each with 1 male & 1 female 25mm figure.

RAL11001	FIGHTERS W/2 HND SWORDS (2)	$7.95
RAL11002	CLERICS W/STAFF & HAMMER (2)	$7.95
RAL11003	MAGIC USERS W/STAFF & DAGGER	$7.95
RAL11004	RANGERS W/BOW & SWORD (2)	$7.95
RAL11005	THIEVES W/SLING & SWORD (2)	$7.95
RAL11006	DWARF FIGHTERS W/SHLD & HAMMR	$7.95
RAL11007	ELVEN MAGIC USERS W/STAFF	$7.95
RAL11008	GNOME THIEVES W/DAGGER & X-BOW	$7.95
RAL11009	ADVENTURING MAGES WITH STAFF	$7.95
RAL11010	PALADINS W/SWORD & DAGGER	$7.95
RAL11011	HALF ELF RANGERS-BOW & SWORD	$7.95
RAL11012	HALFLING FIGHTER THIEVES	$7.95
RAL11013	BARDS W/HARP & SWORD	$7.95
RAL11014	KENDER ROGUES W/HOOPAKS	$7.95
RAL11015	SAVAGE WARRIORS W/SPR & SHLD	$7.95
RAL11016	HUMAN ROGUES W/SWORDS	$7.95
RAL11017	MERCENARIES (2)	$7.95
RAL11018	WILDERNESS WARRIORS (2)	$7.95
RAL11019	WANDERING WARRIORS (2)	$7.95
RAL11020	ELF MILITANT WIZARDS (2)	$7.95

RAL11019 RAL11020

AD&D Monsters

Each with 1 - 4 25mm scale figur es.

RAL11401	BEHOLDER (1)	$8.95
RAL11402	COUATL (1)	$7.95
RAL11403	STONE GIANT WITH AXE (1)	$13.95
RAL11404	UMBER HULK (1)	$10.95
RAL11405	OGRE MAGE WITH VICTIM	$9.95
RAL11406	MIND FLAYER (1)	$3.50
RAL11407	FIRE GIANT (1)	$13.95
RAL11408	TROLL (1)	$8.95
RAL11409	ORCS (4)	$13.95
RAL11410	ETTIN (1)	$13.95
RAL11411	OWL BEAR (1)	$7.95
RAL11412	BUGBEARS (3)	$13.95
RAL11413	DISPLACER BEAST (1)	$11.95
RAL11414	CHIMERA (1)	$16.95
RAL11415	GENIE (1)	$16.95
RAL11416	LESSER GOLEMS-FLESH/CLAY	$8.95
RAL11417	GREATER GOLEMS-IRON/STONE	$14.95
RAL11418	DROW ELVES (4)	$13.95
RAL11419	FIRBOLG WITH SWORD (1)	$13.95
RAL11420	GNOLLS (3)	$12.95
RAL11421	KOBOLDS (7)	$13.95
RAL11422	CATOBLEPAS (1)	$12.95
RAL11423	PEGASUS (1)	$11.95
RAL11424	UNICORN (1)	$8.95
RAL11425	IMPERIAL MINOTAURS (3)	$14.95
RAL11426	ELEMENTALS: FIRE & EARTH	$14.95
RAL11427	ELEMENTALS: AIR & WATER	$13.95
RAL11428	YOUNG DRAGON OF KRYNN	$12.95
RAL11429	ARMORED WAR DOGS & MASTER	$12.95
RAL11430	PHASE SPIDER	$15.95
RAL11431	STORM GIANT W/SWORD (88mm)	$19.95
RAL11432	GOBLINS (5)	$15.95
RAL11433	GARGOYLES (2)	$12.95
RAL11434	GHOULS AND GHAST (3)	$9.95
RAL11435	RUST MONSTER (1)	$9.95
RAL11436	FROST GIANT-AXE & SHIELD (1)	$16.95
RAL11437	HARPIES (3)	$13.95
RAL11438	WIGHT (1)	$3.50
RAL11439	BASILISK (1)	$13.95
RAL11440	CLOUD GIANT-BALL & CHAIN (1)	$19.95
RAL11441	HIPPOGRIFF (1)	$11.95
RAL11442	GIANT TOAD (1)	$7.95
RAL11443	SAHUAGIN W/HAND WPNS (4)	$13.95
RAL11444	TROGLODYTES (3)	$13.95
RAL11445	GRIFFON (1)	$11.95
RAL11446	ARMORED HOBGOBLINS (3)	$13.95
RAL11447	FIRE MINION W/FLAMING SWORD	$6.95
RAL11448	GNOMES W/HAND WEAPONS (5)	$12.95
RAL11449	WYVERN POUNCING (1)	$17.95
RAL11450	BEASTMEN (4)	$12.95
RAL11451	SATYR WITH SPEAR (1)	$3.50
RAL11452	GIANT SCORPION (1)	$9.95
RAL11453	CYCLOPS KIN IN FURS (3)	$12.95
RAL11454	EFREET AND JINN W/SCIMITARS	$14.95
RAL11455	GORGON CHARGING (1)	$9.95
RAL11456	MIMICS-BED,CHEST,BARREL (3)	$13.95
RAL11457	ORGS (3)	$14.95
RAL11458	DRAGGONNE	$11.95
RAL11459	SKRAG SEA TROLL	$8.95
RAL11460	MITES (6)	$12.95
RAL11461	LAMASU	$11.95
RAL11462	LAMIA	$4.95
RAL11463	KETCH (3)	$12.95
RAL11464	NAGA	$3.50
RAL11465	BONESNAPPER	$7.95
RAL11466	BLINK DOGS	$7.95
RAL11467	MINOTAUR	$6.95
RAL11468	TAERS	$13.95
RAL11469	SLIGS (3)	$13.95
RAL11470	MEDUSA (1)	$3.95
RAL11471	NECROPHIDIUS (1)	$3.95
RAL11472	ZOMBIES (3)	$10.95
RAL11473	GIANT RAT HORDES (2)	$9.95
RAL11474	SYLPH (1)	$3.95
RAL11475	LIZARDMEN (3)	$12.95
RAL11476	BEHOLDER KIN (2)	$14.95

AD&D Ravenloft

Blisters with () 25mm figures.

RAL11100	GREATER WOLFWERE (4)	$15.95
RAL11101	WEREBATS (3) RAVENLOFT	$10.95
RAL11102	GREATER MUMMY (4) RAVENLOFT	$13.95
RAL11103	DEMI-HUMAN VAMPIRES (3) RAVENL	$10.95
RAL11104	VAMPYRES (3) RAVENLOFT	$9.95
RAL11105	VILLAGE MOB (7) RAVENLOFT	$17.95
RAL11106	VILLAGE PERSONALITIES (4) RVNL	$12.95
RAL11107	GOBLYNS (3) RAVENLOFT	$9.95

AD&D Dark Sun

Blisters with ( ) 25mm figures.

RAL11700	GLADIATORS (3) DARK SUN	$9.95
RAL11701	THRI-KREEN (3) DARK SUN	$14.95
RAL11702	CRODLU RIDERS (3) DARK SUN	$15.95
RAL11703	ELVES (3) DARK SUN	$9.95
RAL11704	CLIFF GLIDER DARK SUN	$17.95
RAL11705	TEMPLARS (3) DARK SUN	$9.95
RAL11706	TEMBO DARK SUN	$7.95
RAL11707	DARK SUN ADVENTURERS	$9.95
RAL11708	DARK SUN FEMALE GLADIATORS (3)	$10.95
RAL11709	DARK SUN HALF GIANTS (2)	$19.95
RAL11710	DARK SUN JOZHALS (5)	$10.95
RAL11711	DARK SUN BELGOI (3)	$9.95

AD&D Boxed Sets

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RAL10501	DRACONIANS (10)	$34.95
RAL10502	HEROES OF THE LANCE (10)	$29.95
RAL10503	HUMA'S SILVER DRAGON	$39.95
RAL10504	VILLAINS OF KYRNN (9)	$34.95
RAL10509	DUNGEON GAME MINIATURES (10)	$34.95
RAL10510	D&D BASIC HEROES (10)	$29.95
RAL10511	RAVENLOFT DENIZENS (10)	$29.95
RAL10512	D&D MONSTERS (20)	$74.95
RAL10540	DARK SUN CHARACTERS (20)	$69.95
RAL10541	DARK SUN LIGHT CHARIOT	$34.95
RAL10550	HEROES OF FRGOTTEN REALMS(10)	$29.95

BattleSystem Brigades

Boxed Sets with 25mm figures.

RAL10560	THE HORDE-HOEKUN CLAN (19 CAV) Leader,6 hvy cav,12 light cav	$69.95
RAL10561	BILLIDUMS MARAUDERS (13) Hill giant & 12 ogres	$59.95
RAL10562	GREY BLOSSOM REGIMENT (26) Mtd Hero,sohei,24 bushi	$59.95
RAL10563	SKULL SMASHERS REAVERS (17) Gnoll hero,shaman,15 gnoll warrior	$59.95
RAL10564	IRON LORDS DWARF ORC-FOES (26) Hero,cleric,6 halberds,6 X-bows,12 axemen	$59.95
RAL10565	LORD HARCOURTS KNIGHTS (20) Lord,cleric,6 mtd knights,12 longbowmen	$59.95
RAL10566	LORD SOTHS CHARGE (13) Lord Soth & 12 mounted skeletons w/lances & swords.	$64.95

RAL10566

FANTASY

PERSONALITIES

Blisters with 1 - 4 25mm figures .

RAL01001	EVIL WIZARD W/FINGER (1)	$3.50
RAL01003	BALROG (1)	$10.95
RAL01007	WINGED SERPENT (1)	$7.50
RAL01010	HILL TROLL (1)	$7.95
RAL01017	PEGASUS WITH RIDER	$10.95
RAL01019	ANGEL OF DEATH W/SCYTHE	$8.95
RAL01027	RANGERS, MTD & ON FOOT	$11.95
RAL01030	WRAITH WITH SICKLE	$3.50
RAL01035	LAND DRAGON W/LANCER	$10.95
RAL01038	WINGED PANTHER (1)	$9.95
RAL01040	WEREBEAR (1)	$9.95
RAL01045	EARTH DAEMON (ELEMENTAL)	$10.95
RAL01047	ARMORED CENTAUR W/BOW & SPEAR	$8.95
RAL01051	GRIFFIN	$8.95
RAL01060	DUNGEON LADY (1)	$3.50
RAL01067	ARMORED GIANT W/BALL & CHAIN	$9.95
RAL01069	DJINN (1)	$9.95
RAL01071	UNICORN WITH MTD VIRGIN	$8.95
RAL01072	COLD DRAKE	$19.95
RAL01083	WAR DRAGON BOXED	$22.50
RAL01084	EVIL LORD BOXED	$22.50
RAL01086	WINGED BEAST	$12.95
RAL01089	WITCH KING ON CHARGER	$10.95
RAL01090	STORM GIANT WITH AXE	$11.95
RAL01091	MTD ELF HERO IN PLATE	$10.95
RAL01093	ANTI-PALADIN MTD & FOOT	$11.95
RAL01095	JABBERWOCK (1)	$10.95
RAL01096	HIPPOGRIFF (1)	$9.95
RAL01105	3 HEADED TROLL	$9.95
RAL01106	HALF ELVES (4)	$11.95
RAL01109	CLOUD GIANT WITH CLUB	$17.95
RAL01112	PALADIN MTD IN PLATE ARMOR	$10.95
RAL01114	THIEVES (4)	$13.95
RAL01124	WARRIORS OF CHAOS (4)	$13.95
RAL01125	MTD CHAOS CHAMPION W/AXE	$11.95
RAL01126	MTD CHAOS LORD W/SWORD	$11.95
RAL01128	BRIGANDS TREASURE CARAVAN	$17.95
RAL01129	CELESTIAL DRAGON	$19.95
RAL01131	LAWFUL BRO OF EAGLEBOAN	$7.95
RAL01132	CHAOTIC ONES (2)	$7.50
RAL01133	GUARDIANS OF DOOM (2)	$7.95
RAL01134	LAWFUL FIGHTING COMPANIONS (2)	$7.95
RAL01135	LAWFUL SWORDMASTERS (2)	$7.95
RAL01136	CHAOTIC DOOM KNIGHTS (2)	$7.95
RAL01137	CHAOTIC SKULL KNIGHTS (2)	$7.95
RAL01138	BLACK DRAGON	$19.95
RAL01139	BLUE DRAGON	$19.95
RAL01140	UNDEAD DRAGON	$19.95
RAL01143	MALKOTIAN SPEARMEN (2)	$7.50
RAL01146	FOREST DRACON	$19.95
RAL01147	BOARAK DEATH RIDER (1)	$8.95
RAL01148	PERFIDON KNIGHT OF CHAOS LORDS	$8.95
RAL01149	ESCHEATER THE COLLECTOR (1)	$8.50
RAL01150	SOLECISMIC, SERVANT OF CHAOS	$8.50
RAL01151	SEA DRAGON	$19.95
RAL01154	AMAZON SLAVE CHARIOT	$17.95
RAL01156	BLACK PRINCES BLACK NIGHT	$7.50
RAL01159	ELITE ARMOURED DWARF GUARDS	$7.95
RAL01160	ORC WAR CHIEFTAINS (2)	$7.00
RAL01161	DEMON CREATURES OF CHAOS (2)	$8.50
RAL01250	MEDIUM HEX BASES (6)	$7.50
RAL01251	SMALL HEX BASES (9)	$7.50
RAL01313	TROLL GIANT WITH STONE AXE	$10.95
RAL01314	BRASS DRAGON	$19.95
RAL01401	WHITE WIZARD	$10.95
RAL01402	CARN, WARRIOR/MAGE	$11.95
RAL01403	CYMBORIC, HIGH ELF W/LORD	$11.95
RAL01404	LEONARA, WARRIOR CHAMPION	$11.95
RAL01405	CZARCHON, WITCH KING	$10.95
RAL01406	EVIL SUPERHERO W/AXE & SHLD	$11.95
RAL01407	PALADIN MTD W/SWORD & SHLD	$11.95
RAL01408	BLACK PRINCE MTD W/AXE & LANCE	$11.95
RAL01601	DWARF CHAMPION W/SWORD (1)	$3.50
RAL01602	ORC KING W/SWORD (1)	$3.50
RAL01603	NECROMANCER W/WAND (1)	$3.50
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	$4.95
RAL01605	GNOME MASTER THIEF W/SWRD (1)	$3.50

3-STAGE CHARACTERS

Each with 3 25mm figures represe nting low, mid, & high character class es.

RAL01315	FIGHTER PLAYER CHARACTER (3)	$10.95
RAL01316	RANGER PLAYER CHARACTER (3)	$10.95
RAL01317	MAGIC USER PLAYER CHARACTER(3)	$10.95
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	$10.95
RAL01319	ELF THIEF PLAYER CHARACTER (3)	$10.95
RAL01320	PALADIN PLAYER CHARACTER (3)	$10.95
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	$10.95
RAL01322	BARBARIAN PLAYER CHARACTER (3)	$10.95
RAL01323	DWARF FIGHTER (3 STAGE) (3)	$10.95
RAL01324	ELF FIGHTER (3 STAGE) (3)	$10.95
RAL01325	DRUID (3 STAGE) (3)	$10.95
RAL01326	CLERIC 3-STAGED CHARACTER (3)	$10.95
RAL01328	ANTI-PALADIN (3)	$10.95
RAL01329	ELF FIGHTER/MAGE (3)	$10.95
RAL01330	FIGHTER W/AXE (3)	$10.95
RAL01331	ILLUSIONISTS (3)	$10.95
RAL01332	FEMALE FIGHTERS (3)	$10.95
RAL01333	WIZARD MAGE W/STAFF (3)	$10.95
RAL01334	GNOME ILLUSIONIST (3)	$10.95
RAL01335	ANTI-HERO (3)	$10.95
RAL01336	NINJA PLAYER CHARACTER (3)	$10.95
RAL01337	FEMALE MAGIC USER (3)	$10.95
RAL01338	EVIL SHAMAN PLAYER CHARACTER 3	$10.95
RAL01339	DROW ELF PLAYER CHARACTER (3)	$10.95

FANTASY ARMY PACKS

Blisters with 4 - 6 foot or 2 - 3 cavalry

RAL02002	WOOD ELF W/BOW & SWORD	$14.95
RAL02003	WOOD ELF FIRING BOW	$14.95
RAL02004	WOOD ELF W/PIKE	$14.95
RAL02005	WOOD ELF CAVALRY W/SPEAR	$14.95
RAL02006	SEA ELF W/PIKE	$14.95
RAL02007	SEA ELF ADVANCING	$14.95
RAL02009	HIGH ELF W/AXE	$14.95
RAL02014	HIGH ELF FIRING BOW (6)	$14.95
RAL02015	HIGH ELF CAVALRY WITH SWORD (3	$14.95
RAL02016	HIGH ELF CAVALRY W/SWORD	$14.95
RAL02017	STAR BROWS SELECT	$14.95
RAL02018	STAR BROWS SELECT COMMAND	$14.95
RAL02020	ELF CHARIOT	$29.95
RAL02021	DEEP ELF FIRING BOW	$14.95
RAL02023	DEEP ELF W/HALBERD	$14.95
RAL02025	DEEP ELF CAVALRY W/LANCE	$14.95
RAL02029	MOUNTED HALFLINGS (4)	$14.95
RAL02030	DWARVEN ENGINEERS (6)	$14.95
RAL02031	DWARVEN AXEMEN (6)	$14.95
RAL02032	ELITE DWARF AXEMEN MIXED (6)	$14.95
RAL02033	DWARVES WITH 2 HANDED AXES (6)	$14.95
RAL02034	DWARVEN CAVALRY (3)	$14.95
RAL02035	DWARVEN ARQUEBUSIERS (6)	$14.95
RAL02036	DWARF W/HAMMER (6)	$14.95
RAL02037	DWARVEN SWORDSMEN (6)	$14.95
RAL02038	DWARF W/CROSSBOW (6)	$14.95
RAL02039	DWARVEN COMMAND (4)	$14.95
RAL02040	SKELETON COMMAND	$14.95
RAL02041	MOUNTED SKELETON KNIGHT	$14.95
RAL02042	SKELETAL KNIGHT	$14.95
RAL02043	SKELETAL ARCHERS	$14.95
RAL02044	ASSTD SKELETAL MELEE TROOPS	$14.95
RAL02045	DEALERS OF DEVASTATION	$14.95
RAL02046	DEALERS OF DEVASTATION CMND	$12.95
RAL02050	MIXED IMP SKIRMISHERS	$13.95
RAL02055	RATLING SKIRMSIHERS (6)	$12.95
RAL02056	RATLING ASSAULT TROOPS (6)	$14.95
RAL02057	RATLING COMMAND (6)	$12.95
RAL02058	FANGS OF FURY	$12.95
RAL02059	FANGS OF FURY COMMAND	$12.95
RAL02062	LESSER ORC ARCHERS	$12.95
RAL02065	LESSER ORC MELEE TROOPS	$14.95
RAL02070	MIXED ORC SPEARMEN (6)	$14.95
RAL02072	MIXED ORC SWORDMEN (6)	$14.95
RAL02073	KORGS KILLERS (6 ORCS)	$13.95
RAL02077	ORC ARCHERS (6)	$13.95
RAL02078	WAR MACHINE	$49.95
RAL02079	ORC COMMAND GROUP	$12.95
RAL02093	WOLF RIDERS MIXED	$14.95
RAL02094	WOLF RIDERS & WOLF	$14.95
RAL02097	STEEL WIND CENTAURS	$14.95
RAL02098	ARMORED CENTAURS	$14.95
RAL02103	CHAOTIC WARRIORS (6)	$14.95
RAL02104	WARRIORS OF CHAOS(6)	$14.95
RAL02105	CHAOTIC WARRIOR BOWMAN (6)	$14.95
RAL02107	CHAOS PIKEMEN (6)	$14.95
RAL02110	LORD GOODWINS COMMAND (4)	$14.95
RAL02111	KNIGHTS OF JUSTICE (3)	$14.95
RAL02112	LANCERS OF JUSTICE (3)	$14.95
RAL02113	LEGION OF JUSTICE ARCHERS (6)	$14.95
RAL02114	JUSTICE LEGION FOOT SOLDIERS 6	$14.95
RAL02130	DAE-SHIRU COMMAND	$12.95
RAL02131	DAE-SHIRU SKIRMISHERS	$12.95
RAL02132	DAE-SHIRU REGULARS	$12.95
RAL02161	DWARF BOMBARD & (3) CREW July	$12.95
RAL02162	DWARF FLMRTHR & (4) CREW July	$19.95
RAL02163	DWARF CATAPLT & (3) CREW July	$19.95

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

RAL02210	HIGH ELF SWORD	$3.50
RAL02211	HIGH ELF ADVANCING	$3.50
RAL02214	HIGH ELF FIRING BOW (1)	$3.50
RAL02227	HALFINGS W/BOWS & SLINGS	$3.50
RAL02228	HALFINGS W/AXES & SWORDS	$3.50
RAL02301	FIGHTER IN PLATEMAIL W/HELMET	$3.50
RAL02302	PALADIN W/GREATSWORD	$3.50
RAL02303	RANGER IN MAIL W/BOW	$3.50
RAL02304	CHAOTIC WARRIOR W/GREATSWORD	$3.50
RAL02305	CHARGING FIGHTER	$3.50
RAL02307	HEROIC KNIGHT	$3.50
RAL02308	FIGHER WITH LONGBOW	$3.50
RAL02309	ANTI-HERO W/AXE	$3.50
RAL02310	FEMALE FIGHER W/ROUND SHIELD	$3.50
RAL02311	CAVALIER KNIGHT	$3.50
RAL02312	WARRIOR LORD	$3.50
RAL02331	MASTER THIEF	$3.50
RAL02332	BRIGAND THIEF	$3.50
RAL02333	ACROBATIC THIEF	$3.50
RAL02334	CLOAKED ASSASSIN	$3.50
RAL02335	NINJA ASSASSIN	$3.50
RAL02351	WIZARD W/STAFF	$3.50
RAL02352	ADVENTURER WIZARD	$3.50
RAL02353	ILLUSIONIST CONJURING	$3.50
RAL02354	EVIL WIZARD W/SKULL STAFF	$3.50
RAL02355	WIZARD W/RUNESWORD	$3.50
RAL02356	FEMALE MAGIC USER	$3.50
RAL02371	CLERIC W/BALL & CHAIN	$3.50
RAL02372	ARMORED CLERIC	$3.50
RAL02373	DRUID	$3.50
RAL02375	INQUISITOR W/SWORD OF JUSTICE	$3.50
RAL02376	FEMALE CLERIC	$3.50
RAL02391	BARD	$3.50

FANTASY MONSTERS

Blisters with 1 or () scale meta l figures.

RAL02401	GREAT FIRE DRAGON	$19.95
RAL02403	WERETIGER	$4.95
RAL02404	GARGOYLE	$5.00
RAL02405	DEMON	$5.50
RAL02406	ARMORED MINOTAUR W/SPEAR	$5.50
RAL02407	HELL HOUNDS (3)	$10.95

RAL02408	LION CENTAURS	$9.95
RAL02412	RATLINGS	$12.95
RAL02415	TROLLS	$13.95
RAL02416	ARMORED OGRES	$11.95
RAL02417	TREE SHEPHERD	$19.95

FANTASY BADGUYS

Each with 1 - 4 25mm metal figur es.

RAL02901	HYDRA SMALL	$11.95
RAL02902	FEMALE GIANT	$13.95
RAL02903	ARMORED CENTAURS (MALE & FEML)	$10.95
RAL02908	MANTICORE	$9.95
RAL02909	UNICORN	$6.50
RAL02910	LIONS (MALE & FEMALE)	$7.95
RAL02911	ATTACK DOGS	$7.00
RAL02912	GIANT RATS	$7.95
RAL02922	GNOMES	$10.95
RAL02925	RANGERS (3)	$10.95
RAL02927	FEMALE WARRIORS	$10.95
RAL02928	WYVERN	$13.95
RAL02929	GNOLES (4)	$13.95
RAL02931	FIGHTING PALADIN	$3.50
RAL02932	ANTI-HERO W/2-HANGED AXE	$3.50
RAL02933	HALF ELF CHAMPION	$3.50
RAL02934	BARBARIAN GIANT	$13.95
RAL02936	ARMORED MINOTAUR W/SWORD	$9.00
RAL02937	FIGHTING PEGASUS	$10.95
RAL02938	SKELETON WARRIORS	$11.95
RAL02939	GNOLL CHAMPION W/HENCHBEASTS	$10.95
RAL02940	SKELETAL GIANT	$13.95
RAL02941	CHAOTIC WAR DRAGON & RIDER	$19.95
RAL02942	BARBARIANS (3)	$9.95
RAL02943	ARMORED OGRE	$8.95
RAL02944	DRAGONMEN	$11.95
RAL02945	SABRETOOTH	$4.95
RAL02948	ARCHERS (3)	$9.95
RAL02949	GREY WIZARD	$3.50
RAL02950	UNDEAD NINJA	$3.50
RAL02951	KI-RIN	$6.50
RAL02952	SKELETAL BEASTMEN (4)	$13.95
RAL02953	WARCAT W/GNOLL RIDER	$8.50
RAL02954	WINGED DEMON LORD	$13.95
RAL02955	EVIL DRAGON	$19.95
RAL02956	GIANT MINOTAUR/BEASTMAN	$14.95
RAL02957	HOBGOBLINS (4)	$13.95
RAL02958	FAMILIARS (MULTIPLE)	$3.50
RAL02959	FEMALE ADVENTURERS (3)	$10.95
RAL02960	HOBGOBLIN BOAR & RIDERS	$13.95
RAL02961	GOATMEN	$13.95
RAL02962	COCKATRICE	$3.50
RAL02963	FEMALE MAGIC USERS	$10.95
RAL02964	HIPPOGRIFF	$9.95
RAL02965	MOUNTED SPECTRE	$8.95
RAL02966	HALF ELF ADVENTURER	$11.95
RAL02967	BALROG	$13.95
RAL02968	CENTAUR ADVENTURERS MLE&FEM	$11.95
RAL02969	FEMALE PALADIN&ARMRD UNICORN	$10.95

ALL AMERICAN SERIES

Each with 1 25mm figure. There are twelve different figures in each code

RAL12001	ALL AMERICAN FIGHTERS (1)	$3.50
RAL12011	ALL AMERICAN NEW ORCS (1)	$3.50
RAL12020	WIZARD ALL AMERICAN (1)	$3.50
RAL12030	UNDEAD ALL AMERICAN (1)	$3.50
RAL12040	ALL AMERICAN DWARVES (1)	$3.50
RAL12050	ALL AMERICAN ELVES (1)	$3.50

FANTASY BOXED SETS

With 1 - 10 25mm metal figures.

RAL10200	NINJA (8)	$19.95
RAL10210	GUARDIAN DRAGON	$24.95
RAL10211	SILVER DRAGON	$24.95
RAL10212	ROGON, BALROG DRAGON	$24.95
RAL10308	HIGH CHIVALRY	$26.95
RAL10309	SKELETAL LEGIONS OF LICHE KING	$26.95
RAL10310	SILVER AND STEEL (10 FEMALES)	$34.95
RAL10320	TITANS OF TERROR BOXED SET	$39.95
RAL10321	TITANS OF TERROR II	Due Sep
RAL10412	RAL, LORD OF THE BALROGS	$34.95
RAL10414	WARLORDS	$26.95
RAL10416	DUELING DRAGONS	$44.95
RAL10417	HYDRA LARGE	$37.50

COLLECTORS' MASTERPIECES

High Quality boxed sets with 25m m scale figures.

RAL10419	ARMORED DRAGON BOXED SET	$37.50
	Huge dragon with lancer.	
RAL10420	CLUTCH OF FEAR COLLECTOR SET	$44.95
	Dragon eating two thieves stealing her eggs.	
RAL10450	ANTAGONISTS BOXED SET	$59.95
	Black dragon verses pegasus.	
RAL10451	BRIDGE OF SORROWS	$69.95
	Clash against a dragon involving a bridge.	
RAL10460	BLACK DRAGON FIRE & DARKNESS	$34.95
RAL10461	FEARLESS FROST DRAGON	$34.95
RAL10462	RIDING THE WIND TO VALHALLA	$49.95
	Dwarves with gatlings riding a dragon.	
RAL10463	T-CHAR DRAGON OF FIRE,FURY,DOM	$49.95
RAL10464	NIDDHOGG THE WYRM	$49.95
RAL10465	DURINS DOOM	$54.95
	Dragon about to eat some dwarves.	

RAL PARTHA IMPORTS

Blisters with 1 or () 25mm metal figures.

RAL23601	KINDLY OLD WIZARD	$3.50
RAL23602	AERIAL SERVANT	$3.50
RAL23603	COMPLETE ADVENTURER	$3.50
RAL23604	SPACED-OUT DRUID	$3.50
RAL23605	DWARF W/INFERIORITY COMPLEX	$3.50
RAL23606	GRATEFUL UNDEAD (4)	$11.95
RAL23607	SAMURAI NIGHT FEVER	$3.50
RAL23611	DWARF WITH NO NAME	$3.50
RAL23614	ZOID, THE BARBARIAN PINHEAD	$4.95
RAL23615	RUMBLUNDER, COMPLETE WARRIOR	$3.50
RAL23616	KING OF THE BARDS	$3.50
RAL23617	DOOM BUNNY	$3.50
RAL23619	REYNARD THE ROGUE	$3.50
RAL23620	GROAN OF SPARE KATANA	$3.50
RAL23621	DWARF WITH RUNE-SPANNER	$3.50
RAL31001	LORD OF DARKNESS	$4.95
RAL31002	WRAITH RIDER ON WINGED MOUNT	$12.95
RAL31003	GHOST	$3.50
RAL31004	GHOUL	$3.50
RAL31005	MINOTAUR	$5.50
RAL31006	WEREWOLF	$3.50
RAL31007	ZOMBIE	$3.50
RAL31008	MEDUSA	$3.50
RAL31009	MUMMY	$3.50
RAL31010	MIND SLAYER	$3.50
RAL31011	BRUISE BROTHERS	$9.95
RAL31012	GIANT HALF TROLL CHAMPION	$12.95
RAL31015	SLAYAI, EVIL HIGH SORCERESS	$3.50
RAL31017	DEMON BEAST	$14.95
RAL31018	SCREAMING OGRE W/TREE STUMP	$7.50
RAL31020	WERERAT	$3.50
RAL31021	EAGLE	$6.50
RAL31022	WRAITH W/FLAMING SWORD	$3.50
RAL31023	LIZARD MEN (3)	$9.95
RAL31024	GREATER ANIMALS (6)	$15.95
RAL31025	LESSER ANIMALS (7)	$15.95
RAL31026	WYVERN	$13.95
RAL31027	UNICORN	$5.95
RAL31028	ARMORED CLOUD GIANT	$14.95
RAL31029	ARMORED OGRES OF DOOM	$13.95
RAL31030	HUNTRESS AND HUNTER DRAGON	$11.95
RAL32003	ROBIN HOOD	$3.50
RAL32004	SOOTHSAYER	$3.50
RAL32005	WHITE KNIGHT	$3.50
RAL32009	SEVEN MAGIC ITEMS	$8.95
RAL32010	EIGHT TREASURE ITEMS	$7.50
RAL32011	SINBAD	$3.50
RAL32014	WARRIOR MONKS	$9.95
RAL32016	GLADIATORS	$7.95
RAL32017	IVEA - BATTLE QUEEN & WARWOLF	$6.95
RAL32018	LOENAR & ORIK MASTER THIEVES	$9.95
RAL36101	SHOGUN SKELETON LORD	$3.50
RAL36102	GRIM REAPER	$3.50
RAL36103	LEGION OF HELL STANDARD BEARER	$3.50
RAL36104	SKELETON RIDER ON HORSE OF HEL	$7.95

BUSHIDO RANGE

Blisters with 1 - 3 25mm metal figures.

RAL53775	MOUNTED SAMURAI	$12.95
RAL53901	SAMURAI & RONIN (3)	$9.95
RAL53902	SAMUARI BUSHI (3)	$9.95
RAL53903	NINJA (3)	$9.95
RAL53904	BUDOKA & YAKUZA (3)	$9.95
RAL53905	ORIENTAL FEMALE ADVENTURERS 3	$9.95
RAL53906	GAKUSHO & SHUGENJA MAGICIANS 3	$9.95
RAL53907	TENGU (3)	$9.95
RAL53908	ONI DEMONS (3)	$9.95
RAL53910	SHIKOME (3)	$7.95
RAL53912	DAI-ONI (1)	$10.95
RAL53913	ARMORED NINJA (3)	$9.95
RAL53914	NINJA W/GIMMICK WEAPONS (3)	$9.95
RAL53915	ARMORED SAMURAI (3)	$9.95
RAL53916	SAMURAI ADVENTURERS (3)	$9.95
RAL53917	TATSU DRAGON	$16.50
RAL53918	MUKADE CENTIPEDE	$11.95

FANTASY ADVENTURERS

Blisters with 1 25mm metal figur e.

RAL61004	SNEAK THIEF WITH DAGGER	$3.50
RAL61006	BARD W/SWORD & LUTE	$3.50
RAL61008	RANGER W/SWORD & BOW	$3.50
RAL61010	PALADIN W/SWORD	$3.50
RAL61011	ILLUSIONIST W/STAFF	$3.50
RAL61012	NINJA ASSASSIN W/SWORD	$3.50
RAL61014	ELVEN HERO W/SWORD	$3.50
RAL61018	FEMALE CLERIC W/MACE	$3.50
RAL61019	FEMALE FIGHTER W/TRIANGLE SHLD	$3.50
RAL61020	HOURI W/DAGGER	$3.50
RAL61021	EVIL WIZARD W/SERPENT STAFF	$3.50
RAL61022	EVIL CLERIC	$3.50
RAL61023	EVIL PRINCESS	$3.50
RAL61026	FIGHTER W/CHAINMAIL	$3.50
RAL61027	AMAZON W/SWORD	$3.50
RAL61029	DWARF CHAMPION W/AXE	$3.50
RAL61030	FEMALE RANGER	$3.50
RAL61031	PALADIN W/FULL CHAINMAIL	$3.50
RAL61034	GNOME WARRIOR THIEF	$3.50
RAL61042	FEMALE PALADIN IN PLATE W/MACE	$3.50
RAL61043	BARBARIAN HEROINE W/SWORD	$3.50
RAL61046	MAILED WARRIOR W/DUNGEON APPRL	$3.50
RAL61047	SORCERESS IN DUNGEON ATTIRE	$3.50
RAL61048	SWASHBUCKLER THIEF	$3.50

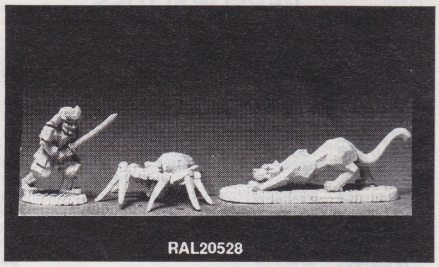
RAL61072 RAL61075 RAL61095

RAL61050	THIEF W/LONGSWORD IN AMBUSH	$3.50
RAL61051	FEMALE DUELLIST W/2 SWORDS	$3.50
RAL61052	DUELLIST W/2 SWORDS	$3.50
RAL61056	BAL, LORD HIGH EXECUTIONER	$3.50
RAL61057	BELINDA, KNIGHT OF LIGHT	$3.50
RAL61058	DARLENE, WARRIORESS OF LIGHT	$3.50
RAL61059	MELORIAN, RADIANT ADVENTURESS	$3.50
RAL61065	CHAOTIC BARBARIAN ATTILA	$3.50
RAL61066	HERCULES	$3.50
RAL61068	QUEEN OF EVIL	$3.50
RAL61069	JUNGLE LORD	$3.50
RAL61070	GALLINIR ELF KNIGHT	$3.50
RAL61071	OBESS THE EXTREMELY ROTUND	$3.50
RAL61072	DWARF STORMTROOPER	$3.50
RAL61073	ROEG BARABARIAN PRINCE	$3.50
RAL61074	ELLANA, DRAGONMISTRESS	$3.50
RAL61075	HOGAR ARMORED HALFLING	$3.50
RAL61076	KIERAN MALE PITFIGHTER	$3.50
RAL61077	KATARO FEMALE PITFIGHTER	$3.50
RAL61078	SARLON DARK ELF WARRIOR	$3.50
RAL61079	DENATALE YOUNG WANDERING WIZ	$3.50
RAL61080	SIR MICHAEL - BOLD CAVALIER	$3.50
RAL61081	CHI-LI YOUNG ENCHANTRESS	$3.50
RAL61082	DORNA WARRIOR QUEEN	$3.50
RAL61083	SURON-GYL DARK ELF PRINCESS	$3.50
RAL61084	NOEGU PITFIGHTER CHAMPION	$3.50
RAL61085	THORBAN DWARF CHAMPION	$3.50
RAL61086	LANAH, BARBARIAN PRINCESS	$3.50
RAL61087	ZACCAHRIUS CONNIVING CLERIC	$2.50
RAL61088	FREA KOOLBLADE SHIELD MAIDEN	$2.50
RAL61089	YOUNG PALADIN SIR GARTH	$3.50
RAL61090	ELF ADVENTURESS VIVANIA	$3.50
RAL61091	SAVAGE CHIEFTAIN MBONGA	$3.50
RAL61092	DRAGON SLAYER AMBERLYNN	$3.50
RAL61093	SWORDMISTRESS CIERA	$3.50
RAL61094	ENCHANTRESS ARIANNA	$3.50
RAL61095	ADVENTURING WIZARD ECHIBU	$3.50

SHADOWRUN

Blisters with () 25mm metal figu res.

RAL10860	DRAGON & HUMAN IMAGE	$39.95
RAL20500	SHADOW RUNNERS (4)	$9.95
RAL20501	DECKERS (3)	$9.95
RAL20502	HUMAN STREET SAMURAI (3)	$9.95
RAL20503	MAGI (3)	$9.95
RAL20504	DEMI-HUMAN STREET SAMURAI (3)	$9.95
RAL20505	ELVES (4)	$12.95
RAL20506	CORPORATE CONTACTS (3)	$7.50
RAL20507	GO-GANGERS (4 GUYS & 2 BIKES)	$7.50
RAL20508	RIGGERS AND ROCKERS (4)	$9.95
RAL20509	HUMAN STREET GANG (3)	$6.95
RAL20510	CORPORATE SECURITY GUARDS (5)	$9.95
RAL20511	LONE STAR STREET COPS (5)	$9.95
RAL20512	WENDIGO AND SASQUATCH	$9.95
RAL20513	GHOULS (4)	$9.95
RAL20514	CORPORATE GUARD ANIMALS (3)	$9.95
RAL20515	VAMPIRES MALE & FEMALE	$7.95
RAL20516	MERCS AND BOUNCERS	$8.95
RAL20517	SHAPESHIFTERS,WERETIGER,WOLF	$8.95
RAL20518	SHADOWBEAT JOURNALISTS (4)	$8.95
RAL20519	TRIBALS (4)	$8.95
RAL20520	YAKUZA (4)	$8.95
RAL20521	ORK BIKER & BIKE	$8.95
RAL20522	META HUMAN TRIBALS	$8.95
RAL20523	COPRORATE INTERDICTION TEAM	$8.95
RAL20524	RIGGERS & DRONES (5)	$9.95
RAL20525	STRIKE FORCE BRAVO (4)	$9.95
RAL20526	DWARF STREET GANG (4)	$9.95
RAL20527	TOXIC EARTH SPIRIT	$9.95
RAL20528	BLACK ICE ICONS July	$8.95
RAL20529	WASP MALE SPIRITS July	$8.95
RAL20530	WASP QUEEN & HUMAN HOST July	$6.50
RAL20531	COMBAT MAGES July	$8.95
RAL20532	PIASMA PARANORMAL BEAR	$9.95
RAL20533	DZOO-NOO-QUA TROLL	$6.95
RAL20534	SPIRITS OF MAN (2)	$13.95
RAL20535	SPIRITS OF WATER (2)	$13.95

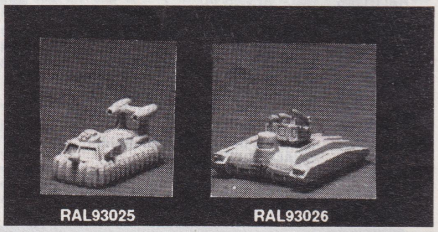


RAL20528

OGRE

Blisters with 1/285th scale meta l vehicles.

RAL93001	N.A. COMBINE OGRE MK V	$26.95
RAL93002	N.A. COMBINE OGRE MK III	$19.95
RAL93025	PANEUROPEAN GEV (3)	$9.95
RAL93026	PANEUROPEAN MISSILE TANK (3)	$9.95
RAL93027	PANEUROPEAN LIGHT TANK (3)	$9.95
RAL93028	PANEUROPEAN HEAVY TANK (3)	$9.95



RAL93025 RAL93026

RAL93029	PANEUROPEAN HOWITZER (3)	$9.95
RAL93030	PANEUROPEAN MOBILE HOWITZR (3)	$9.95
RAL93031	PANEUROPEAN SPR HVY TANK (3)	$9.95
RAL93032	PANEUROPEAN GEV-PC (3)	$9.95
RAL93033	PANEUROPEAN INFANTRY (3)	$9.95
RAL93034	PANEUROPEAN MISSILE CRAWLER	$9.95

WEST END GAMES

STAR WARS

Blisters with 3 25mm metal figures.

WES40401	LUKE, R2D2, C3PO (3)	$9.95
WES40402	HAN, CHEWIE, LEIA (3)	$9.95
WES40403	STORMTROOPERS # 1 (3)	$9.95
WES40404	STORMTROOPERS # 2 (3)	$9.95
WES40405	REBEL TROOPERS # 1 (3)	$9.95
WES40406	REBEL TROOPERS # 2 (3)	$9.95
WES40407	USERS OF THE FORCE (3)	$9.95
WES40408	PILOTS & GUNNERS (3)	$9.95
WES40409	STORMTROOPERS # 3 (3)	$9.95
WES40410	IMPERIAL HVY BLSTR & CREW	$9.95
WES40411	IMPERIAL ARMY TROOPERS (3)	$9.95
WES40412	IMPERIAL NAVY TROOPERS (3)	$9.95
WES40413	REBEL TROOPERS # 3 (3)	$9.95
WES40414	REBEL COMMANDOS (3)	$9.95
WES40415	IMPERIAL OFFICERS (3)	$9.95
WES40416	STORMTROOPERS # 4 (3)	$9.95
WES40417	REBEL COMMANDOS # 2 (3)	$9.95
WES40418	IMPERIAL ARMY TROOPERS # 2 (3)	$9.95
WES40419	IMPERIAL NAVY TROOPERS (3)	$9.95
WES40420	BOUNTY HUNTERS (3)	$9.95
WES40421	REBEL TROOPERS # 4 (3)	$9.95
WES40422	BOUNTY HUNTERS # 2 (3)	$9.95
WES40423	DROIDS (3)	$9.95
WES40424	CLOUD CITY (3)	$9.95

GRENADIER

Grenadier UK News

We are now sourcing most of our Grenadier from the UK, and you will find that their range has a much better mix.

GENERAL FANTASY

Blisters with 1 - 3 25mm metal figures.

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GRE302	DRAGON TURTLE	$8.95
GRE303	ELEMENTALS # 1	$8.95
GRE304	ELEMENTALS # 2	$8.95
GRE305	WERE CREATURES	$8.95
GRE306	MUMMYS	$8.95
GRE307	LICHE LORDS	$8.95
GRE308	ORCS	$8.95
GRE309	KOBOLDS	$8.95
GRE310	ZOMBIES	$8.95
GRE311	RAKSHASA	$8.95
GRE312	FIGHTING MEN	$8.95
GRE313	STORM GIANT	$8.95
GRE314	MANTICORE & OWL-BEAST	$8.95
GRE315	FLYING CARPET	$8.95
GRE316	MONSTERS OF LEGENDS	$8.95
GRE317	UMBERHULK	$8.95
GRE318	DWARF HYDRA	$8.95
GRE319	DEATH GIANT	$8.95
GRE320	SYLVAN CREATURES	$8.95
GRE321	DEMON	$8.95
GRE322	FROST PRINCESS	$8.95
GRE323	ARMORED BALROG	$8.95
GRE324	POND DRAGON	$8.95
GRE325	MARSH DRAGON	$8.95
GRE326	HIPPOGRIFF	$8.95
GRE3101	STERLING KNIGHTS	$8.95
GRE3102	WOMEN OF WAR	$8.95
GRE3103	DAMSEL INTO WEREWOLF	$8.95
GRE3104	LIGHTNING MASTER	$8.95
GRE3105	DEMONSPAWN	$8.95
GRE3106	MINOTAURS	$8.95
GRE3107	TROLLS	$8.95
GRE3108	HARPIES	$8.95
GRE3109	LYCANTHROPES	$8.95
GRE3110	ETTIN	$8.95
GRE3111	WOLFPACK	$8.95
GRE3112	ARMORED CENTAURS	$8.95
GRE3113	CLOUD GIANT	$8.95
GRE4301	UNDEAD (3)	$9.95
GRE4302	RAT PACK (4)	$9.95
GRE4303	SPIDERS (4)	$9.95

FANTASY PERSONALITIES

Blisters with 1 - 3 25mm figures .

GRE701	RANGERS/FORESTERS	$8.95
GRE702	WERERATS	$8.95
GRE703	FEMALE ELF WARRIOR	$8.95
GRE704	MTD DEATHLORD & WARHOUND	$8.95
GRE705	DEATH LORDS	$8.95
GRE706	TROLLS	$8.95
GRE707	ELVES	$8.95
GRE708	HIGH ELVES MTD & FOOT	$8.95
GRE709	MTD KNIGHT W/YEOMAN	$8.95
GRE710	PALADINS	$8.95
GRE711	GOBLIN WOLF RIDER	$8.95
GRE712	GIANT WERERAT	$8.95
GRE714	WOOD ELVES	$8.95
GRE716	PEGASUS & RIDERS	$8.95
GRE717	MINOTAURS	$8.95
GRE718	FEMALE ADVENTURERS	$8.95
GRE719	SKELETONS	$8.95
GRE721	ROGUES	$8.95
GRE722	CHAOS BEAST HANDLER	$8.95
GRE723	HIGH ELVES	$8.95
GRE724	CENTAURS	$8.95

FANTASY CHARACTERS

Excellent range of single 25mm figures.

GRE801	PALADIN	$3.25
GRE802	ANTI PALADIN	$3.25
GRE803	EVIL MAGE	$3.25
GRE804	HALF ELF FIGHTER MAGE	$3.25
GRE805	RANGER WITH BOW	$3.25
GRE806	SWORDSWOMAN	$3.25
GRE807	ARMORED BARBARIAN	$3.25
GRE808	DWARF FIGHTER	$3.25
GRE809	FIGHTING BARD	$3.25
GRE810	THIEF W/SWORD	$3.25
GRE811	WHITE MAGE	$3.25
GRE812	FEMALE CLERIC	$3.25
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GRE4105	THIEF (1)	$3.50
GRE4106	MASTER BARD (1)	$3.50
GRE4107	FEMALE BARD (1)	$3.50
GRE4108	FEMALE FIGHTER (1)	$3.50
GRE4109	FEMALE THIEF (1)	$3.50
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FANTASY WARRIORSI

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GRE918	UNDEAD WARRIORS	$8.95
GRE919	GOBLIN ARCHERS	$8.95
GRE920	GOBLIN WARRIORS	$8.95
GRE921	GOBLIN CHAMPIONS	$8.95
GRE922	BARBARIAN WARRIORS	$8.95
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GRE930	DWARF URSINE CHAMPION	$8.95
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GRE950

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GRE943	ORCS WITH HAND WEAPONS	$8.95
GRE944	ORCS WITH POLE ARMS	$8.95
GRE945	ORCS WITH SCIMITARS	$8.95
GRE946	ORCS WITH SPEARS AND SHIELDS	$8.95
GRE947	ORCS BOLT THROWER	$8.95
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FANTASY WARRIORSII

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GRE1430 High Elves

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GRE1449 Mounted Men-at-Arms

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GRE51022	AMAZON CAT ARCHERS	$12.95
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GRE51026	HOBGOBLIN HEROES (5)	$12.95
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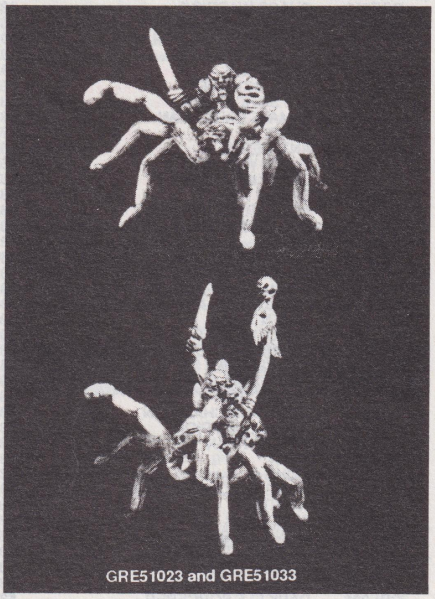

GRE51023 and GRE51033

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GRE5706	UNDEAD INFANTRY (10)	$22.50
GRE5707	UNDEAD ARCHERS (10)	$22.50
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GRE5709	OGRE PACK (3)	$22.50
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GRE5712	ORC WOLF RIDERS (5)	$22.50
GRE5713	ORC INFANTRY (10)	$22.50
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GRE5715	DWARF INFANTRY (10)	$22.50
GRE5716	DWARF CROSSBOWMEN (10)	$22.50
GRE5717	HOBGOBLIN INFANTRY (10)	$22.50
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GRE5726	BARBARIAN WARRIORS (10)	$22.50
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FANTASY WARRIORS INDIVIDUALS

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GRE5202	SIR BORS MIGHTY KNIGHT	$3.50
GRE5203	GLORTHIENDEL WOOD ELF LORD	$3.50
GRE5204	FRIAR TUCK HUMAN CLERIC	$3.50
GRE5205	WILLOWSON DRUID	$3.50
GRE5206	BADMAR EVIL MAGE	$3.50
GRE5207	UZBUG HALF ORC CHAMPION	$3.50
GRE5208	SIR RANULPH HUMAN PALADIN	$3.50
GRE5209	LOTHANDOR WOOD ELF MUSICIAN	$3.50
GRE5210	WULFGAR BARBARIAN BESERKER	$3.50
GRE5211	NIMBRODEL WOOD ELF LEADER	$3.50
GRE5212	BEOMUND BARBARIAN MUSICIAN	$3.50
GRE5213	MERLIN WHITE WIZARD	$3.50
GRE5214	DUKE - HUMAN BATTLELEADER	$3.50
GRE5215	UZBUG HALF ORC LEADER	$3.50
GRE5216	LOTHIENDEL WOOD ELF BARD	$3.50
GRE5217	BISHOP WENDEL HIGH PRIEST HUMN	$3.50
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GRE5603	AMAZON BATTLELEADER	$3.50
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GRE5605	VALKYRIE	$3.50
GRE5606	WRAITH	$3.50
GRE5607	UNDEAD CHAMPION	$3.50
GRE5608	UNDEAD STANDARD BEARER	$3.50
GRE5609	WOOD ELF	$3.50
GRE5610	HIGH ELF	$3.50
GRE5611	BARBARIAN	$3.50
GRE5612	FIGHTING MAN	$3.50
GRE5613	FOOT KNIGHT	$3.50
GRE5614	WOOD ELF MARKSMAN	$3.50
GRE5615	BARBARIAN HERO	$3.50
GRE5616	BARBARIAN BODY GUARD	$3.50
GRE5617	BARBARIAN BATTLE LEADER	$3.50
GRE5618	GOBLIN LEADER	$3.50
GRE5619	UNDEAD BARBARIAN	$3.50
GRE5620	DWARF WARCHIEF	$3.50
GRE5621	BARBARIAN WARCHIEF	$3.50
GRE5622	FIGHTING MAN MARKSMAN	$3.50
GRE5623	WOOD ELF SCOUT	$3.50
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GRE5628	ORC SHAMAN (1)	$3.50
GRE5629	ORC MUSICIAN (1)	$3.50

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GRE5502	DEATH DRAGON	$29.95
GRE5503	WAR CHARIOT	$29.95
GRE5504	DEATH GIANT - MASTERPIECE	$29.95
GRE5505	IMPERIAL MAMMOTH	$29.95
GRE5506	WAR RHINO	$29.95

GENERAL BOXED SETS

With 7 - 10 25mm metal figures.

GRE4902	NINJA ASSASSINS BOXED SET	$29.95
GRE5000	FANTASY WARRIORS GAME	$69.95
	(Game includes 51 plastic orcs & 51 plastic dwarves)	
GRE6001	DRAGONS OF THE EMERALD ISLE	$26.95
GRE6002	SKELETON RAIDERS OF UNDEAD	$26.95
GRE6003	ELVES OF SILVAN BROTHERHOOD	$26.95
GRE6005	KNIGHTS, FIGHTERS, MEN AT ARMS	$26.95
GRE6007	DUNGEON RAIDERS	$26.95
GRE6008	FANTASY KNIGHTS	$26.95
GRE6010	KING ARTHUR	$26.95
GRE6011	KNIGHTS OF THE ROUND TABLE	$26.95
GRE7002	WOMEN OF ADVENTURE	$19.95

ADVENTURER PACKS

With () 25mm metal figures.

GRE8201	ADVENTURERS (10)	$22.50
GRE8202	WIZARDS (10)	$22.50
GRE8203	THIEVES (10)	$22.50
GRE8204	CLERICS & PALADINS (10)	$22.50
GRE8205	KNIGHTS (10)	$22.50
GRE8206	FEMALE ADVENTURERS (10)	$22.50
GRE8801	LORDS OF LIGHT BOXED SET (10)	$34.95

DRAGONS

Dragon Lords

Superb boxed sets with 25mm scal e dragons.

GRE9601	BLACK DRAGON II	$25.95
GRE9602	RED DRAGON II	$25.95
GRE9603	WHITE DRAGON II	$25.95
GRE9604	BRASS DRAGON II	$25.95
GRE9605	GREEN DRAGON II	$25.95
GRE9606	SILVER DRAGON II	$25.95
GRE9607	BLUE DRAGON II	$25.95
GRE9608	COPPER DRAGON II	$25.95
GRE9609	BRONZE DRAGON II	$25.95
GRE9610	GOLD DRAGON II	$25.95
GRE9611	PLATINUM DRAGON II	$25.95
GRE9612	SPECTRAL DRAGON II	$25.95

Julie Guthrie

Boxed Sets with one 25mm scale d ragon.

GRE9901	GREEN DRAGON W/VICTIM	$25.95
GRE9902	RED DRAGON	$25.95
GRE9903	DRAGON ON TREASURE HORDE	$25.95
GRE9904	SKELETAL DRAGON	$29.95
GRE9905	CHAOS WAR DRAGON	$25.95
GRE9906	GOLDEN WAR DRAGON	$25.95
GRE9907	BLACK DRAGON	$25.95
GRE9908	WHITE ICE DRAGONS	$25.95
GRE9909	BLUE DRAGONS	$25.95
GRE9910	FIRE DRAGON	$25.95
GRE9911	HYDRA DRAGON	$25.95

Special Dragons

Boxed Sets with one 25mm scale dragon.

GRE2525	ULTIMATE DRAGON	$59.95
GRE2527	INVINCIBLE DRAGON	$59.95
GRE2528	GIANT GRIFFIN	$59.95
GRE2529	SHADOW DRAGON	$59.95
GRE2530	WAR MAMMOTH	$59.95
GRE2531	THUNDER LIZARD W/LIZARD KING	$59.95
GRE2532	ROC - MEGA GIANT FALCON	$59.95
GRE2533	WAR RHINO	$54.95
GRE2534	HUGE BLACK DRAGON	$54.95

FANTASY FORGE

FANTASY RESIN SCENERY

For use with 25mm fantasy.

BattleField Scenery

FANBG01	PAVISE RESIN 25MM SCENERY	$10.95
FANBG02	WHEELED MANTLET RESIN SCENERY	$11.95
FANBG03	STONE WALL DEFENCES (3 FT)	$34.95
FANBG04	SPIKED PALLISADES (2 FT LONG)	$29.95
FANBG05	ARCHERS STAKES RESIN SCENERY	$15.95
FANBG06	SPIKED PITS RESIN 25MM SCENERY	$15.95

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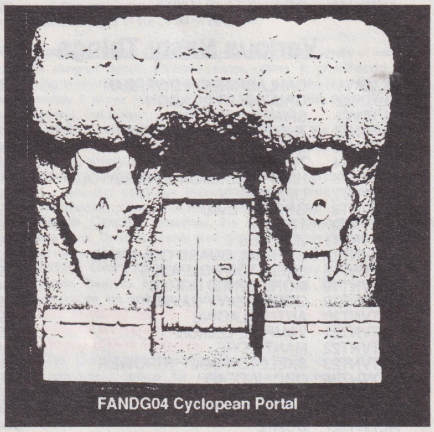
FANDA01	DAIS,SQUARE,CIRCLR,HEXAGONAL	$11.95
FANDA02	SKULL FOUNTAINS (2)	$14.95
FANDA03	COFFINS (6)	$11.95
FANDA04	URNS (6)	$11.95
FANDB02	WOODEN FLOORS (6)	$14.95
FANDB03	STONE STAIRS (6)	$14.95
FANDB04	RAISED STONE WALKWAYS	$14.95
FANDG02	DOUBLE DOORS (5)	$10.95
FANDG03	SKULL GATE AND ALTAR	$10.95
FANDG04	CYCLOPEAN PORTAL	$19.95



FANDG04 Cyclopean Portal

FANFA02	HUGE MUSHROOMS (4)	$11.95
FANFA03	ADVENTURERS CAMPSITE (4)	$11.95
FANFT01	DEVIL HEADED THRONE	$14.95
FANIT01	BEDS (5)	$11.95
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FANIT03	CRATES (6)	$11.95
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FANSC05	BRIDGE AND STEPPING STONES	$11.95
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KRYOMEK MINIATURES

Kryomek Aliens

Aliens stand from 25 - 50mm tall .

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FANK02	ALIEN WARRIORS - LIGHT WEAPONS	$9.95
FANK03	ALIEN WARRIORS - HEAVY WEAPONS	$9.95
FANK04	ALIEN WARRIORS - MASTER SWORDS	$9.95
FANK05	ALIEN WARRIORS - MOLECULAR BLD	$9.95
FANK06	ALIEN WARRIORS - BLADES	$9.95
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FANK08	WARRIORS - SPORE LAUNCHR	$9.95
FANK09	WARMASTER/CORRODER LANCE	$9.95
FANK10	ALIEN HELIONS (3)	$9.95
FANK11	ALIEN HELIONS (3)	$9.95
FANK12	ALIEN HELIONS (3)	$9.95
FANK13	ALIEN HELIONS (3)	$9.95
FANK14	ALIEN HELIONS (3)	$9.95
FANK15	ALIEN HELIONS (3)	$9.95

Kryomek Hive Interiors

FANKI01	HIVE LOCKS(3)CHEMICAL SYNTHOTR	$19.95
FANKI02	HIVE TUNNELS (8)	$19.95
FANKI03	HIVE FLOORS (5)	$19.95
FANKI04	EGG CHAMBER FLOORS (4)	$19.95
FANKI05	HATCHING HELION, ALIEN EGGS	$19.95

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FANKV01	ALIEN GRAV TANK	$22.50
FANKV02	ALIEN TRACKED TANK	$22.50
FANKV03	GRAV HEAVY SPORE LAUNCHR	$22.50
FANKV04	TRCK HEAVY SPORE LAUNCHR	$22.50
FANKV05	ALIEN GRAV-BIOPOD CANNON	$22.50
FANKV06	ALIEN BIOPOD CANNON	$22.50
FANKV07	GRAV HELION DRONE CARRER	$22.50
FANKV08	TRCK HELION DRONE CARRER	$22.50

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FANN01	NEXUS MARINES (4)	$11.95
FANN02	NEXUS MARINES (4)	$11.95
FANN03	NEXUS HEAVY WEAPONS (3)	$11.95
FANN04	NEXUS SWAT TEAM (4)	$11.95
FANN05	NEXUS SWAT TEAM (3)	$11.95
FANN06	NEXUS SWAT TEAM (3)	$11.95
FANN07	NEXUS SWAT TEAM (3)	$11.95
FANN08	NEXUS SWAT HEAVY WEAPONS (2)	$10.95

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FANCY01	CYLOS PENAL TROOPS (3)	$11.95
FANCY02	CYLOS PENAL TROOPS (3)	$11.95
FANCY03	CYLOS PENAL TROOPS (3)	$11.95
FANCY04	CYLOS PENAL TROOPS (3)	$11.95
FANCY05	CYLOS PENAL HVY WPNS (3)	$11.95

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FANTA01	TALOS CYBORG UNIT (2)	$14.95
FANTA02	TALOS CYBORG UNIT (2)	$14.95
FANTA03	TALOS CYBORG UNIT (2)	$14.95
FANTA04	TALOS CYBORG UNIT (2)	$14.95
FANTA05	TALOS CYBORG UNIT (2)	$14.95

Nexus Vehicles

FANNV01	TRACKED MEDIUM TANK RESIN	$22.50
FANNV04	WHEELED RESIN TANK	$22.50
FANNV06	HOVER ASSAULT GUN RESIN	$22.50
FANNV07	GRAV-ASSAULT GUN RESIN	$22.50
FANNV08	WHEELED ASSAULT GUN RESIN	$22.50
FANNV09	TRACKED APC RESIN	$22.50
FANNV10	HOVER PERSONNEL CARRIER RESIN	$22.50
FANNV14	HOVER ROCKET LAUNCHER RESIN	$22.50
FANNV15	GRAV ROCKET LAUNCHER RESIN	$22.50

Human Nexus Interiors

FANNI1	AIRLOCKS(2),DOORS(3),HATCH	$19.95
FANNI2	COMPUTER BANKS(2) & HOLO PROJ	$19.95
FANNI3	NAV,COM,TAC COMMAND CONSOLES	$19.95
FANNI4	POWER GEN & REGULTR,LIFE SUPRT	$19.95
FANNI5	CRYOGENIC CHAMBERS (6)	$19.95

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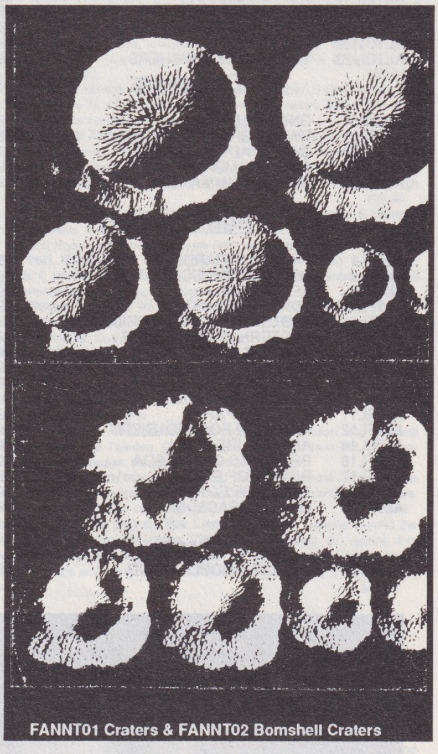
FANNB02	COMMAND DOME, LASER TURRET	$26.95
FANNB03	HEAVY GUN BUNKER WITH MISSILES	$26.95
FANNB04	HEAVY GUN BUNKER WITH MORTAR	$26.95
FANNB05	HEAVY GUN BUNKER, AUTOCANN	$26.95
FANNB06	HEAVY GUN BUNKER - CLUSTER MSL	$26.95
FANNB07	LIGHT GUN BUNKER	$19.95
FANNB08	LIGHT FLAK BUNKER	$19.95
FANNB09	SQUAD BUNKER	$22.50
FANNB11	LANDING PAD WITH VEHICLE	$26.95
FANNB12	LINKING CORRIDORS (2)	$14.95
FANNB13	3-WAY LINKING CORRIDOR	$11.95
FANNB14	MISSILE SILO	$22.50
FANNB15	HOSPITAL	$22.50
FANNB16	POWER DOME	$19.95
FANNB17	ANTI-MISSILE SILO	$11.95
FANNB18	OBSERVATION/SENSOR TOWER	$26.95
FANNB20	MISSILE DEFENCE TOWER	$26.95
FANNB21	CLUSTER ROCKET DEFENCE TOWER	$26.95
FANNB22	AUTO-FLAK DEFENCE TOWER	$26.95
FANNB23	ADVANCE GUN TOWER	$14.95
FANNB24	ADVANCE ROCKET TOWER	$14.95
FANNB25	AUTOMATED SENTINEL TOWER	$11.95
FANNB26	AUTOMATED SECURITY TOWER	$11.95

Miscellaneous Scenery

FANA01	AIRLOCKS,DISHES,ANTENNAE ETC	$11.95
FANNT01	ASTEROID CRATERS	$11.95
FANNT02	SHELL CRATERS	$11.95



FANNT01 Craters & FANNT02 Bomshell Craters

BATTLETECH BUILDINGS

1/285th scale resin buildings.

FANBT01	INDUSTRIAL UNITS	$17.95
FANBT02	RESIDENTIAL BLOCK	$14.95
FANBT03	TOWER BLOCK	$22.50
FANBT04	SCIENCE LAB	$14.95

FANBT05	POWER STATION	$17.95
FANBT06	LIBRARY	$22.50

ALTERNATIVE ARMIES

FANTASY

NOTE CHEAPER PRICES

Elves

Blisters with 2 - 6 25mm figures .

ALTCE1	WOOD ELVES	$9.95
ALTCE2	SORCERESS & MOUNTED, TRIBUNE	$9.95
ALTCE4	ELF GUARD DRAGOONS	$9.95
ALTCE5	ELF GUARD DRAGOONS COMMAND	$9.95
ALTCE6	ELF GUARD LANCERS COMMAND	$9.95
ALTCE7	ELF GUARD LANCERS	$9.95
ALTCE8	ELF GUARD CUIRRASSIER COMMAND	$9.95
ALTCE9	ELF GUARD CUIRRASSIER	$9.95
ALTCE10	ELF GUARD INFANTRY COMMAND	$9.95
ALTCE11	ELF GUARD INFANTRY	$9.95
ALTCE12	ELF KNIGHTS	$9.95
ALTCE13	EMPRESS ELITE CAVALRY	$9.95
ALTCE14	THRONE OF THE EMPRESS	$9.95
ALTCE15	DISMOUNTED DRAGOONS	$9.95
ALTCE16	EMPRESS ARCHERS	$9.95
ALTCE17	HIGH ELF MILITIA	$9.95
ALTCE18	HIGH ELF WARRIORS	$9.95
ALTCE19	HIGH ELF ARCHERS II	$9.95
ALTCE20	HIGH ELF KNIGHTS	$9.95
ALTCE21	ELF CROWN PRINCE	$9.95
ALTCE22	ELF ASSASSINS	$9.95
ALTCE23	WOOD ELVES	$9.95
ALTCE24	HIGH ELF HEAVY INFANTRY	$9.95

Celtic Myth

ALTCM1	SIDHE (CELTIC ELVES)	$9.95
ALTCM2	SIDHE HEROES	$9.95
ALTCM3	SIDHE CLAN WARRIORS	$9.95
ALTCM4	FOMORIAN SEA DEMONS	$9.95
ALTCM5	FOMORIAN LORD	$9.95
ALTCM6	FOMORIAN SPELLWEAVER	$9.95
ALTCM7	FOMORIAN STORMWARRIORS	$9.95
ALTCM8	MILESIANS (GAELS)	$9.95
ALTCM9	MILESIANS WARRIORS	$9.95
ALTCM10	MILESIAN COMMAND	$9.95
ALTCM11	MILESIAN HERO CHARIOT	$9.95
ALTCM12	CELTIC UNDEAD	$9.95
ALTCM13	FOMORIAN SOLDIERS	$9.95
ALTCM14	SUNWARRIORS	$9.95
ALTCM15	FIONN MACCUMHAIL	$9.95
ALTCM16	FORORIAN BLADES	$9.95
ALTCM17	CU CHULAINN	$9.95
ALTCM18	THE ARD-RI	$9.95
ALTCM19	MOR & CONANN	$9.95
ALTCM20	FIR BOLG	$9.95
ALTCM21	FIR BOLG HEROES	$9.95
ALTCM22	THE DAGDHA	$9.95
ALTCM23	MILESIAN SKIRMISHERS	$9.95

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ALTDH2	GNOME LEGION	$9.95
ALTDH8	DWARF SHIELD WALL	$9.95
ALTDH9	DWARF ADVENTURERS	$9.95
ALTDH10	SIEGE BOMBARD	$9.95
ALTDH11	DWARF COMMAND	$9.95

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ALTFL1	THE DOOMGARDE	$9.95
ALTFL2	DOOMGARDE COMMAND	$9.95
ALTFL3	BESERKERS	$9.95
ALTFL4	LORE LORDS	$9.95
ALTFL5	EASTERN HORSE WARRIORS	$9.95
ALTFL6	EASTERN HORSE LORDS	$9.95
ALTFL7	KNIGHTS OF DRESDA	$9.95
ALTFL8	MERCENARIES OF DRESDA	$9.95
ALTFL9	BRAVES OF THE PLAINS	$9.95
ALTFL10	WINTER KNIGHTS OF DRESDA	$9.95
ALTFL11	WIZARDS PARTY	$9.95
ALTFL12	DRESDAN FOOTSOLDIERS	$9.95
ALTFL14	ADVENTURERS II	$9.95
ALTFL16	PEASANTS OF DRESDA	$9.95
ALTFL17	RIDERS OF EORL	$9.95
ALTFL18	THANE OF EORL	$9.95
ALTFL19	GUILD ASSASSINS	$9.95

Orcs

ALTOH1	NILBOG'S GOBLIN BAND	$9.95
ALTOH2	HOBGOBLIN RAIDERS	$9.95
ALTOH3	CRO'S ORC RAIDERS	$9.95
ALTOH4	ORC SPEARMEN	$9.95
ALTOH5	WOLF CAVALRY I	$9.95
ALTOH6	DOG SOLDIERS	$9.95
ALTOH7	WOLF CAVALRY II	$9.95
ALTOH10	ORC ARCHERS	$9.95
ALTOH11	ORC FANATICS	$9.95
ALTOH12	ORC ELITE	$9.95
ALTOH13	GOBLIN WARRIORS	$9.95
ALTOH14	GOBLIN ARCHERS	$9.95
ALTOH15	GOBLIN ELITE	$9.95
ALTOH17	ORC PONY SOLDIERS	$9.95
ALTOH18	ORC HERD GUARDS	$9.95

Various Nasty Things

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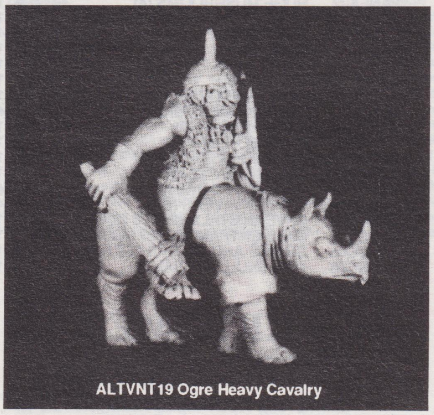
ALTDW2	GRIATHNAR DRAGON	$24.95
ALTDW3	SPINED WYVERN	$24.95
ALTVNT1	THE ETERNAL GUARD	$9.95
ALTVNT3	ORRID OGRES	$9.95
ALTVNT4	THE RISEN DEAD	$9.95
ALTVNT6	HARPY, DAEMON & WEREWOLF	$9.95
ALTVNT7	LIZARDMEN	$9.95
ALTVNT8	GRIZZLY OWL	$9.95
ALTVNT9	TROLLS	$9.95
ALTVNT11	ZOMBIES II	$9.95
ALTVNT12	ETERNAL GUARD COMMAND	$9.95
ALTVNT15	SKELETON POLEAXES	$9.95
ALTVNT18	MORE ORRID OGRES	$14.95
ALTVNT19	OGRE HEAVY CAVALRY	$19.95
ALTVNT20	ANTI PALADINS	$9.95
ALTVNT21	VAMPIRE LEGION	$9.95
ALTVNT22	MANTICORE	$14.95
ALTVNT23	SKELETON BOLT THROWER	$9.95
ALTVNT24	ORC UNDEAD	$9.95
ALTVNT25	CHIMERA	$19.95
ALTVNT26	COCKATRICE	$14.95
ALTVNT27	COATL	$14.95



ALTVNT19 Ogre Heavy Cavalry

15mm Fantasy Blisters

ALTHOT1	DWARF COMMAND 15mm	$13.95
ALTHOT2	DWARF BLADES 15mm	$13.95
ALTHOT3	GOBLIN COMMAND 15mm	$13.95
ALTHOT4	GOBLIN HORDES 15mm	$13.95
ALTHOT5	GOBLIN WOLF RIDERS 15mm	$13.95
ALTHOT6	GIANT SPIDERS 15mm	$13.95

MITHRIL

All figures are 25mm scale and come undercoated.

Mount Gundabad

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MMM95	SAVIGA, THE KINGS CONSORT	$3.75
MMM96	AKARGIN THE WARLOCK	$3.75
MMM97	URUK-HAI WIMPS	$8.50
MMM100	MANNISH SLAVES	$8.50
MMM101	ORC SERFS	$8.50

ALTCM3 Sidhe CLan Warriors

Mirkwood II

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MMM105	HUINEN THE SEER	$3.75
MMM106	ARIEN ELVEN MAGE	$4.50
MMM107	LACHGLIN THE ANIMIST	$4.50
MMM108	THE SILENT SHADOW	$7.50
MMM109	WEREWOLF	$4.50
MMM110	FEMALE WARRIOR	$4.50

The Prancing Pony

MMM112	NORTHMAN BARD	$4.50
MMM113	STRIDER,FRODO, & SAM	$12.95
MMM114	SEATED CARD PLAYERS	$10.95
MMM115	SERVING GIRL & HOBBIT	$7.95
MMM117	SEATED MEN DRINKING	$10.95
MMM118	BILL FERNY & SOUTHRON SPY	$8.50
MMM119	POT BOY AND DOG	$4.50
MMM120	SEATED LUTE PLAYER & GIRL	$8.50
MMM121	DRUNKEN MEN	$7.50
MMM122	TABLES, CHAIRS, ETC	$12.95

Fellowship of the Ring

MMM123	FRODO AND SAM	$4.50
MMM124	STRIDER	$4.50
MMM125	GANDALF	$4.50
MMM126	LEGOLAS	$4.50
MMM127	GIMLI	$4.50
MMM128	BOROMIR	$4.50
MMM129	MERRY & PIPPIN	$4.50

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MMM130	LONGBOAT & CREW	$14.95
MMM131	MASTER OF LAKETOWN	$3.75
MMM132	BARD OF ESGAROTH	$4.50
MMM133	LAKETOWN GUARDSMAN	$3.75
MMM134	RAFT ELVES	$9.50
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3rd Age Personalities

MMM137	CELEBORN A/F	$4.50
MMM138	SARUMAN AND THE PALANTI	$6.50
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MMM141	THE GREAT GOBLIN A/F	$8.50
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Gorgoroth

MMM145	MOUTH OF SAURON	$10.95
MMM146	MOUNTED NAZGUL	$9.95
MMM147	NAZGUL ON FOOT	$4.50
MMM148	OLAG-HAI TROLL A/F	$10.95
MMM149	HALF-TROLL COMMANDER A/F	$8.50
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MMM151	ORCS OF MORDOR (2)	$8.50
MMM152	VARIAG HORSEMAN A/F	$10.95
MMM153	HARADAN CAPTAIN A/F	$4.50
MMM154	HARADAN INFANTRY (2) A/F	$8.50

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MMM156	THRAIN DWARVEN KING	$4.50
MMM157	DWARVEN ROYAL GUARDSMEN	$8.50
MMM158	DWARVEN CRAFTSMAN	$7.50
MMM159	DWARVEN INFANTRY	$8.95
MMM160	DWARVEN ALCHEMIST	$4.50
MMM161	DIS, DWARVEN MAIDEN	$4.50
MMM163	DWARVEN ADVENTURER A/F	$4.50
MMM164	DAIN IRONFOOT & AZOG	$10.95

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MMM165	ERIBHEN AND RUIL A/F	$10.95
MMM166	TUGHAIB OF THE SPIRITS	$4.50
MMM167	WALKING DEAD (2)	$7.50
MMM168	GHOULS	$4.50
MMM169	WIGHTS OF TUGHAID (2)	$4.50
MMM170	SCAMMER, DUNLAND SCOUT	$4.50
MMM171	SOLOPHEN DUNLENDING SHAMAN	$4.50
MMM172	LESSER GHOST/UNDER DEEP	$4.50
MMM173	SKELETONS OF UNDER DEEP	$4.50
MMM174	CAVE TROLL OF UNDER DEEP	$10.95

Isenguard

MMM175	SARUMAN AT ORTHANC	$5.50
MMM176	GANDALF IMPRISONED @ORTHANC	$5.50
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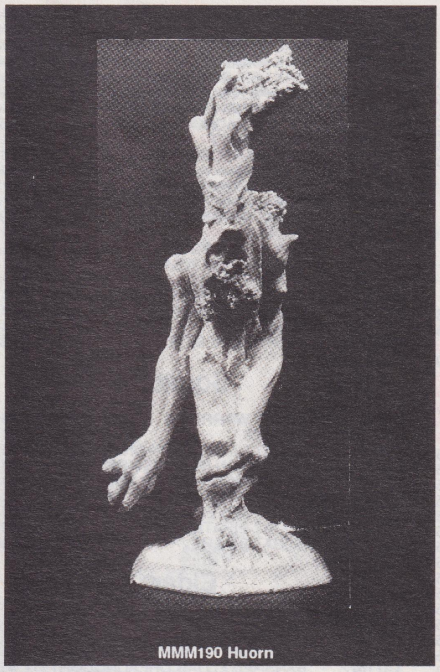

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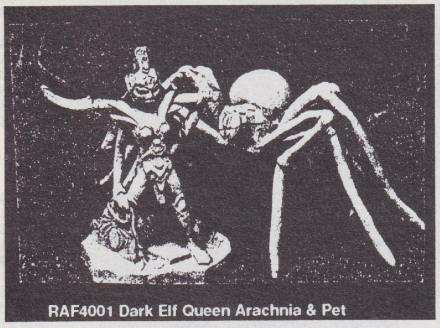

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CI70644	ORK DREADNOUGHT	$24.95
CI70657	WEIRD BOYZ	$11.95
CI70669	ORK WARBOSS	$7.95
CI70671	TIN BOYZ	$14.95
CI70683	ORK FREEBOOTERZ	$11.95
CI70696	ORK SHOKK ATTACK GUN	$14.95
CI70703	SQUIG CATAPULT	$59.95
CI70716	SQUIGS	$14.95
CI70755	ORK BIONIK BOYZ	$14.95
CI70767	ORK KUSTOM WEAPONS	$14.95
CI70781	ORK JETPACKS	$14.95
CI70794	WARLORD THRAKA	$17.95
CI70730	GOFFIK ROK BAND	$17.95
CI70728	RUNTZ	$14.95
CI70742	STORMBOYZ MOB	$32.50

Squats

CI71007	SQUAT WARRIORS	$14.95
CI71010	SQUATS	$14.95
CI71022	SQUAT HEAVY WEAPONS	$14.95
CI71034	SQUATS ON MOTORBIKES	$19.50
CI71073	EXO ARMOUR CHAOS SQUATS	$14.95
CI71085	CHAOS SQUATS	$14.95
CI71105	SQUAT ADVENTURERS	$14.95
CI71132	SQUAT PIRATES	$11.95
CI71144	SQUAT BIKERS	$19.50

Eldar

CI71517	ELDAR WARRIORS (40	$14.95
CI71518	HARLEQUINS (4)	$17.95
CI71529	ELDAR GHOST WARRIORS (2)	$14.95
CI71522	BANSHEE ELDAR DREADNOUGHT (1)	$19.50
CI71523	WAR DAEMON DREADNOUGHT (1)	$19.50
CI71524	WARCRY ELDAR DREADNOUGHT (1)	$19.50
CI71525	SPIRIT WALKER DREADNOUGHT (1)	$19.50
CI71526	ELDAR WAR WALKER (1)	$19.50
CI71534	ELDAR JETBIKE (1)	$14.95
CI71535	ELDAR FIELD ARTILLERY & CREW	$14.95
CI71536	ELDAR D-CANNON (1)	$14.95
CI71537	HARLEQUIN JETBIKE (1)	$14.95
CI71545	ELDAR GUARDIANS	$14.95
CI71560	DARK REAPERS (3)	$14.95
CI71572	ELDAR EXARCHS (MIXED) (2)	$14.95
CI71584	ELDAR GUARDIANS	$14.95
CI71597	ELDAR AVATAR (1)	$14.95
CI71604	ELDAR WARLOCKS & FARSEERS (2)	$14.95
CI71617	ELDAR HOVER GUN	$14.95
CI71620	ASPECT HOWLING BANSHEES (5)	$17.50
CI71621	ASPECT SWOOPING HAWKS (5)	$17.50
CI71622	ASPECT FIRE DRAGONS (5)	$17.50
CI71623	ASPECT STRIKING SCORPIONS (5)	$17.50
CI71624	ASPECT DIRE AVENGERS (5)	$17.50
CI71630	ELDAR SCOUTS (3)	$17.50

Imperial Forces

CI72045	IMPERIAL GUARD SENTINAL	$22.95
CI72046	THUDD GUN	$22.95
CI72170	TARANTULA	$15.95
CI72195	COMMISSAR YARRICK (1)	$14.95
CI72499	ARBITES	$7.95
CI72000	SERVITORS	$14.95
CI72047	RAPIER LAS DESTROYER (1)	$14.95
CI72166	RAPIER MARK 2 AUTOCANNON (1)	$14.95

Aliens

CI72544	SPACE ZOAT (1)	$14.95
CI72557	GENESTEALER HYBRIDS (3)	$14.95
CI72583	SITTING GENESTEALER PATRIARCH	$21.95
CI72596	GENESTEALER PATRIARCH RUNING	$14.95
CI72616	TYRANID HUNTER-SLAYERS (5)	$14.95
CI72628	AMBULL (1)	$14.95
CI72630	TYRANID WARRIOR (1)	$19.50
CI72642	TYRANID SCREAMER KILLER (1)	$44.95
CI72655	TYRANID SQUIGS	$14.95

Boxed Sets

CI804	SPACE WOLF LONG FANGS (5)	$39.95
CI805	SPACE WOLF BLOOD CLAWS (10)	$49.95
CI808	BLOOD ANGEL TACTICAL SQUAD	$49.95
CI809	DEATHWING TERMINATORS (5)	$49.95
CIRTB1	IMPERIAL SPACE MARINES (30)	$49.95
CIRTB6	HARLEQUINS (18 metal figs)	$54.95
CIRTB7	IMPERIAL GUARD BOXED (36)	$49.95
CIRTB8	PREDATOR (1)	$29.95
CIRTB9	TERMINATOR BOXED SET (8 metal)	$54.95
CIRTB10	SPACE DWARVES BOXED	$49.95
CIRTB11	LANDRAIDER (1)	$29.95
CIRTB12	RHINO (1)	$22.95
CIRTB13	SPACE ORKS PLASTIC FIGURES	$44.95
CIRTB14	SPACE ORKS BATTLEWAGON	$39.95
CIRTB15	STRIKE FORCE (15 metal figs)	$49.95
CIRTB16	TERMINATORS & TYRANIDS PLASTIC	$49.95
CIRTB17	ELDAR GUARDIANS(20 METAL FIGS)	$54.95
CIRTB18	MK 7 DEVASTATORS (5)	$39.95
CIRTB19	ULTRA MARINE TACTICAL SQUAD (10)	$49.95
CIRTB20	SPACE WOLF GREY HUNTERS (10)	$49.95
CIRTB21	SPACE WOLF TERMINATORS (5)	$49.95
CI757	SPACE MARINE SQUAD (10 PLASTIC)	$18.50

EPIC 40,000

1/285th scale metal figures.

Imperial Forces

CI76002	REAVER TITAN (1)	$19.50
CI76015	WARHOUND TITAN	$19.50
CI76042	LEMAN RUSS TANKS (2-3)	$14.95
CI76043	PREDATOR TANK	$14.95

CI76044	VINDICATOR TANKS	$14.95
CI76045	GORGON TANKS	$14.95
CI76046	LAND RAIDERS	$14.95
CI76047	RHINO TANKS	$14.95
CI76048	HELLHOUND FIRE THROWERS	$14.95
CI76055	BANEBLADE HEAVY TANK	$14.95
CI76056	SHADOWSWORD HEAVY TANK	$14.95
CI76057	STORMHAMMER HEAVY TANK	$14.95
CI76061	BASILISK ARTILLERY	$14.95
CI76062	MANTICORE ARTILLERY	$14.95
CI76063	WHIRLWIND ARTILLERY	$14.95
CI76064	BOMBARD ARTILLERY	$14.95
CI76065	DEATHSTRIKER ARTILLERY	$14.95
CI76071	DROP PODS	$14.95
CI76072	TERMITES ASSAULT VEHICLES	$14.95
CI76073	IMPERIAL MOLE	$14.95
CI76074	ROBOTS & DREADNOUGHTS	$14.95
CI76075	THUNDERHAWKS (2)	$14.95
CI76076	TARANTULARS & RAPIERS	$14.95
CI76080	HELLBORE (1)	$54.95
CI76081	CAPITAL IMPERIALIS (1)	$54.95
CI76091	IMPERIAL BASILISK ARTILLERY	$22.95
CI76113	LEVIATHAN (1)	$20.95

Orks

CI76211	SLASHA GARGANT (1)	$24.95
CI76223	MEKBOY GARGANT (1)	$22.95
CI76248	GIBLET GRINDA	$14.95
CI76249	SKULL HAMMA	$14.95
CI76251	LUNGBURSTA	$14.95
CI76252	GUTRIPPA	$14.95
CI76256	BOWELBURNA	$14.95
CI76257	GOBSMASHA	$14.95
CI76258	SPLEENRENDA	$14.95
CI76263	WARTRACK ORK VEHICLE	$14.95
CI76264	SCORCHER ORK VEHICLE	$14.95
CI76265	TINBOTS ORK VEHICLE	$14.95
CI76266	SQUIGGOTH	$14.95
CI76267	SQUIG CATAPULT	$14.95
CI76274	ORK PULSA ROKKITS	$15.95
CI76286	MEKBOY SPEEDSTARS	$14.95
CI76290	ORK BATTLEWAGON	$14.95
CI76291	WEIRDBOY TOWER	$14.95
CI76301	BRAINCRUSHA	$21.95
CI76302	GUTRIPPA	$21.95
CI76303	BONE CRUNCHA	$21.95
CI76304	BONE BREAKA	$21.95
CI827	GREAT GARGANT (NEW)	$49.95

Eldar

CI76404	ELDAR TITANS	$19.50
CI76417	ELDAR WARLOCK TITAN	$19.50
CI76420	TEMPEST ELDAR TANK (1)	$14.95
CI76421	WAVE SERPENT ELDAR TANKS	$14.95
CI76422	WARP HUNTER ELDAR TANKS	$14.95
CI76423	DEATHSTALKER ELDAR TANKS	$14.95
CI76424	DOOMWEAVER ELDAR TANKS	$14.95
CI76431	ELDAR WAR WALKER	$14.95
CI76470	ELDAR KNIGHTS	$14.95

Chaos

CI76501	EPIC DAEMONS	$14.95
CI76514	KHORNE LORDS OF BATTLE	$19.50
CI76522	TOWER OF SKULLS	$14.95
CI76531	TZEENTCH FIRE LORD (1)	$14.95
CI76532	TZEENTCH SILVER TOWER (1)	$14.95
CI76533	TZEENTCH DOOM WING (1)	$14.95
CI76542	CAULDRON OF BLOOD	$11.95
CI76543	DEATHDEALER	$11.95
CI76521	CANNON OF KHORNE	$11.95

Squats

CI76708	SQUAT LANDTRAIN (1)	$19.50
CI76709	SQUAT BATTLECARS LANDTRAIN (3)	$19.50
CI76710	SQUAT GYROCOPTERS (3)	$14.95
CI76722	SQUAT COLOSSUS (1)	$29.95
CI76734	SQUAT MEGACANNON (1)	$14.95
CI76746	SQUAT OVERLORD AIRSHIP (1)	$14.95

Boxed Sets

CIATB1	BATTLE TITANS BOXED	$44.95
CISMTC	SPACE MARINE TACTICAL COMPANY 120 space marines & 24 rhinos	$19.95
CIML	SPACE MARINE LEGION 145 marines, 10 termites, bikes	$19.95
CIMLR	SPACE MARINE LAND RAIDERS 120 marines & 12 land raiders	$19.95
CIEL	ELDAR LEGION 120 eldar & 12 grav-tanks	$19.95
CIEWH	ELDAR WAR HOST 125 eldar,20 jetbikes,10 cannon	$19.95
CIIG	IMPERIAL GUARD 135 infantry,10 bikes,5 sentinels	$19.95
CICH	CHAOS HORDE 105 infantry, 30 beasts, 10 minotaurs, etc	$19.95
CIOH	ORK HORDE 120 ork boyz, 18 battlewagons	$19.95
CISW	SQUAT WARRIORS 130 infantry,20 bikes, 5 thud guns, etc	$19.95
CIOI	ORK INVASION 150 infantry,5 warbikes, buggies	$19.95 , etc
CIS	STOMPERS (64 in total) Ork, Marine, etc.	$19.95

WARHAMMER FANTASY

Chaos

CI73083	CHAOS KNIGHT (1)	$10.95
CI73103	CHAOS GUARDSMEN	$14.95
CI73116	CHAOS BEASTMEN	$14.95
CI73128	CHAOS THUGS (4)	$14.95
CI73130	CHAMPIONS OF KHORNE	$14.95
CI73142	CHAMPION OF SLAANESH	$14.95
CI73155	CHAMPION OF TZEENTCH	$14.95
CI73167	CHAMPIONS OF NURGLE	$14.95
CI73194	CHAOS CHARIOT	$19.50
CI73201	WARRIORS OF CHAOS (3)	$14.95
CI73210	GREATER DAEMONS OF KHORNE	$24.95
CI73211	GREATER DAEMONS OF TZEENTCH	$24.95
CI73212	GREATER DAEMONS OF SLAANESH	$24.95
CI73213	GREATER DAEMONS OF NURGLE	$24.95
CI73221	DAEMONETTES OF SLAANESH	$14.95
CI73223	PINK/BLUE HORRORS OF TZNTCH	$14.95
CI73222	BLOODLETTERS OF KHORNE	$14.95
CI73226	NURGLE PLAGUE BEARERS	$14.95
CI73233	FLAMERS OF TZEENTCH (2)	$14.95
CI73240	BEASTS OF NURGLE	$19.50
CI73253	CHAOS RIDING BEASTS	$15.95
CI73256	FLYING DISKS OF TZEENTCH	$19.50
CI73257	MOUNTED CHAOS KNIGHTS (1)	$19.50
CI73292	CHAOS SORCERERS (3)	$14.95
CI75800	CHAOS DWARF HALBERDIERS (3)	$14.95
CI75805	CHAOS DWARF COMMAND (3)	$19.50
CI75810	CHAOS DWARF ARQUEBUSIERS(3)	$14.95
CI75815	CHAOS DWARF BULL CENTAUR (1)	$14.95
CI75816	BULL CENTAUR STANDARD BEARER	$14.95
CI75820	CHAOS DWARF ROCKET LAUNCHER	$20.95
CIMM91	CHAOS WARRIORS (3)	$14.95
CIMM93	CHAOS BEASTMASTER	$14.95
CIMM97	CHAOS BEASTMEN (3-4)	$17.95
CI833	GENERAL ON GREAT TAURUS	$59.95
CI834	EARTHSHAKER MORTAR	$59.95

Empire & Bretonnian

CI73701	MOUNTED JADE BATTLE WIZARD	$13.95
CI73702	MNTD AMETHYST BATTLE WIZARD	$13.95
CI73703	MOUNTED LIGHT BATTLE WIZARD	$13.95
CI73704	MOUNTED AMBER BATTLE WIZARD	$13.95
CI73705	GREY WIZARD MTD (1)	$10.95
CI73706	BRIGHT WIZARD MTD (1)	$10.95
CI73707	CELESTIAL WIZARD MTD (1)	$10.95
CI73713	BLAZING SUN KNIGHTS (1)	$10.95
CI73737	IMPERIAL OUTRIDER (1)	$10.95
CI73749	KISLEV HORSE ARCHER (1)	$10.95
CI73752	KISLEV WINGED LANCER (1)	$10.95
CI73764	KNIGHT OF WHITE WOLF (1)	$10.95
CI73776	IMPERIAL PISTOLIER (1)	$9.95
CI73792	GREY BATTLE WIZARD	$9.95
CI73796	LIGHT BATTLE WIZARD (1)	$9.95
CI73797	AMBER BATTLE WIZARD (1)	$9.95
CI73798	JADE BATTLE WIZARD (1)	$9.95
CI73799	AMETHYST BATTLE WIZARD (1)	$9.95
CI73800	ACOLYTES (2)	$9.95
CI73835	IMPERIAL MORTAR (1)	$13.95
CI73847	IMPERIAL GREAT SWORDS (3)	$14.95
CI73862	KNIGHTS PANTHER (1)	$10.95
CI73886	IMPERIAL HALFLINGS	$14.95
CI73899	IMPERIAL VOLLEY GUN (1)	$29.95
CI73906C	IMPERIAL SOLDIERS WITH CROSSBW	$14.95
CI73906H	IMPERIAL SOLDIERS WITH HALBERD	$14.95
CI73906S	IMPERIAL SOLDIERS SWORD/SHIELD	$14.95
CI73906T	IMPERIAL SOLDIERS 2 HANDED SWD	$14.95
CI73919	IMPERIAL COMMAND GROUP	$14.95
CI73921	IMPERIAL HANDGUNNERS	$14.95
CI73945	REIKSGARD (3)	$14.95
CI73958	EMPIRE HALBERDIERS	$14.95
CI73960	EMPIRE HAND GUNNERS	$14.95
CI73972	IMPERIAL CANNON	$24.95
CI73984	EMPIRE CROSSBOWMEN	$14.95
CI74082	BRET GEN RETINUE	$16.95
CI74102	SOLDIERS OF EMPIRE	$11.95
CI74115	ROGUES & RANGERS	$11.95
CI74121	BRETTONIAN MOUNTED KNIGHT	$10.95
CI74122	BRETTONIAN MOUNTED LORDS	$10.95
CI74123	BRETTONIAN MOUNTED LANCERS	$10.95
CI74156	BRIGANDS	$14.95
CI74158	RAPSCALLIONS	$14.95
CI79768	EMPIRE BAGGAGE CART	$24.95

Empire Boxed Sets

CI826	IMPERIAL HERO ON PEGASUS	$49.95
CIWFB01	EMPIRE WAR WAGON	$69.95
CIWFB02	EMPIRE STEAM TANK	$44.95
CIWFB03	KNIGHTS PANTHER (4)	$39.95
CIWFB04	KNIGHTS OF WHITE WOLF (4)	$39.95
CIEMP05	EMPIRE WAR ALTAR	$64.95
CIEMP06	HEROES OF THE EMPIRE (4)	$39.95
CIEMP07	ELECTOR COUNTS (4)	$39.95
CI758	REGIMENT OF ALTDORF (30)	$44.95
CI759	HALBERDIERS (10 PLASTIC)	$19.50

Elves

CI74237	ELF WARDANCERS	$14.95
CI74242	MOUNTED ELF HERO	$14.95

CI88780 High Elf Shadow Warriors

CI74252	DARK ELF	$14.95
CI74254	DARK ELF COLD ONE RIDERS	$14.95
CI74255	DARK ELF REPEATING X-BOW	$14.95
CI74264	MOUNTED ELF ARCHERS	$14.95
CI74291	ELF CAVALRY (1)	$10.95
CIMM70	DARK ELVES	$14.95
CIMM71	DARK ELF COLD ONES	$11.95
CIMM72	DARK ELF CAVALRY	$11.95
CIMM73A	DARK ELF ASSASSINS	$14.95
CIMM73S	DARK ELF SHADOW WARRIORS	$14.95
CIMM73W	DARK ELF WITCH ELVES	$14.95
CIMM74	DARK ELF HEROES ON COLD ONES	$14.95
CIMM80	WOOD ELVES	$14.95
CIMM82	SEA ELVES	$14.95
CIMM83	HIGH ELF SORCERESS	$19.95

High Elves

CI75600	HIGH ELF SPEARMEN (4)	$14.95
CI75613	HIGH ELF COMMAND (3)	$14.95
CI75625	HIGH ELF BOWMEN	$14.95
CI75637	HIGH ELF SILVERHELMS MTD.(1)	$10.95
CI75638	SILVERHELMS CAPTAIN MTD (1)	$10.95
CI75649	REPEATING BOLTTHROWER	$14.95
CI75652	HIGH ELF MAGE (1)	$15.95
CI75664	HIGH ELF MOUNTED PRINCE (1)	$19.50
CI75670	HIGH ELF PHOENIX GUARD (4)	$19.50
CI88750	WHITE LIONS OF CHRACE (4)	$19.50
CI88760	LION GUARD HIGH ELF COMMAND 3	$14.95
CI88770	SWORDMASTERS OF HOETH (4)	$14.95
CI88780	SHADOW WARRIORS (4)	$14.95

High Elf Boxed Sets

CIELF01	HIGH ELF DRAGONLORD	$49.95
CI754	HIGH ELVES (10 PLASTIC)	$19.50
CI822	HIGH ELF WAR GRIFFON	$54.95
CI825	HIGH ELF ATTACK CHARIOT	$39.95
CI830	HIGH ELF HERO ON PEGASUS	$44.95
CISILVER	HIGH ELF SILVER HELMS (4)	$39.95

Dwarfs

CI74308	DWARF ADVENTURES (4)	$14.95
CI74323	DWARF CLANSMEN (4)	$9.95
CI74335	IMPERIAL DWARF (4)	$14.95
CI74347	DWARF CROSSBOWS (4)	$14.95
CI74362	DWARF WAR MACHINE	$19.50
CI74362F	DWARF FLAME CANNON & CREW	$14.95
CI74374	BUGMANS CART	$19.50
CI79769	DWARF BAGGAGE CART	$24.95
CIMM10	DWARFS (4)	$14.95
CIMM11	DWARF COMMAND GROUP (3)	$14.95
CIMM12	DWARF CANNON	$15.95
CIMM13	DWARF SIEGE GUN	$20.95
CIMM15	DWARF CLANSMEN/FIGHTERS (3)	$14.95
CIMM16G	DWARF GIANT SLAYERS (4)	$14.95
CIMM16H	DWARF HAMMERERS (4)	$14.95
CIMM16I	DWARF IRON BREAKERS (4)	$14.95
CIMM16L	DWARF LONGBEARDS (4)	$14.95
CIMM16S	DWARF TROLL SLAYERS (4)	$14.95
CIMM16T	DWARF THUNDERERS (4)	$14.95
CI828	DWARF THRONE OF POWER	$44.95
CI836	DWARF ANVIL OF DOOM	$44.95

CI74362F DWARF FLAME CANNON & CREW

Skaven

CI74406	SKAVEN (3-4)	$14.95
CI74406A	SKAVEN ANIMAL HANDLERS (1+3)	$14.95
CI74406R	SKAVEN RAT OGRES (2)	$14.95
CI74406S	SKAVEN SLAVES (3-4)	$14.95
CI74406W	SKAVEN WEAPONS TEAMS (2-3)	$14.95

Orcs & Gobbos

CI74709	ORC BOYZ	$9.95
CI74712	ARRER BOYZ	$9.95
CI74724	ORC BIG 'UNS	$9.95
CI74736	GRUNTAS 'N' SNORTAS (1)	$14.95
CI74748	ORC SAVAGE BOYZ	$14.95
CI74751	ORC SPEAR CHUKKAS	$14.95
CI74751	ORC DOG CART	$29.95
CI74763	GOBBOS	$14.95
CI74775	GOBBOS STICKAS	$14.95
CI74790	GIANT BLACK ORCS	$14.95
CI74807S	SNOTLING ATTACK CART	$34.95
CI74810	SNOTLINGS	$14.95
CI75200	SAVAGE ORC BOYZ (4)	$14.95
CI75210	SAVAGE ORC ARRER BOYZ (4)	$14.95
CI75220	ORC BOYZ (4)	$14.95
CI75230	ORC BIG 'UNS (2)	$14.95
CI75235	ORC COMMAND (3)	$14.95
CI75240	GORFANG ROTGUT ORC CHIEFTAIN	$14.95
CI75250	SAVAGE ORC COMMAND GROUP (3)	$14.95
CI75405	NIGHT GOBLINS (4)	$14.95
CI75418	NIGHT GOBLINS COMMAND (4)	$14.95
CI75420	NIGHT GOBLINS FANATICS (4)	$14.95
CI75432	GOBLINS (4-5)	$14.95
CI75444	GOBLIN DOOM DIVERS (1)	$10.95
CI75457	NIGHT GOBLIN NET TEAM	$14.95
CI75469	NIGHT GOBLIN SQUIG HERDERS	$14.95
CI75470	FOREST GOBLINS (4)	$14.95
CI75480	FOREST GOBLIN COMMAND (3)	$14.95

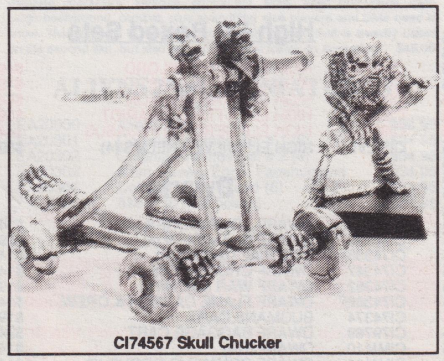
CI75490	FOREST GOBLIN SPIDER RIDER (1)	$10.95
CI88260	GOBLIN WOLF BOYZ (1)	$10.95
CI755	GOBLINS (10 PLASTIC)	$19.50
CI760	ORCS (10 PLASTIC)	$19.50
CIORC1	ORC ROCK LOBBER	$49.95
CIORC2	ORC WAR WYVERN	$69.95

Trolls

CI75385	RIVER TROLL (1)	$24.95
CI75398	STONE TROLL (1)	$24.95

Undead

CI74504	SKELETON ARCHERS	$14.95
CI74505	SKELETON WARRIORS	$14.95
CI74528	ARMOURED SKELETONS	$14.95
CI74531	MUMMIES	$14.95
CI74532	GHOULS	$14.95
CI74533	ETHERIALS	$14.95
CI74542	NIGHT HORRORS	$14.95
CI74555	SKELETON CAVALRY	$12.95
CI74567	SKULL CHUCKER	$19.50
CI74579	ZOMBIE	$14.95
CIMM50	SKELETONS	$14.95
CIMM51	UNDEAD CHARACTERS	$14.95
CIMM52	CARRION	$22.95
CIPBS1	SKELETON HORDES	$20.95
CIPBS5	SKELETON ARMY	$44.95
CI74594	SKELETON CAVALRY	$10.95



CI74567 Skull Chucker

Miscellaneous Races

CI74601	GIANT OGRES	$13.95
CI74626	MINOTAURS	$12.95
CI74640	MINOTAUR LORD	$14.95
CI74653	LARGE HUMANOID MONSTER	$14.95
CI74677	FANTASY MONSTER	$10.95
CI74918	FANTASY ZOAT	$14.95
CI74920	DRAGON OGRE	$24.95
CI74930	ARMOURED MERCENARY OGRES (2)	$19.50
CI79743	LARGE FANTASY CART	$14.95
CI79756	SMALL FANTASY CART	$14.95

Additional Fantasy Boxed Sets

CI756	FANTASY FIGHTERS (30 plastic figs)	$54.95
CI829	GIANT (1)	$74.85
CIMM98	HIPPOGRIFF (1)	$21.95

MANO'WAR

CI411	IMPERIAL GREATSHIP (1)	$19.50
CI412	IMPERIAL WAR GALLEY (3)	$19.50
CI413	IMPERIAL WOLF SHIP (3)	$34.95
CI414	DWARF IRONCLAD (3)	$34.95
CI415	DWARF NAUTILUS (3)	$19.50

CI78013 BRETTONIAN GALLEON (1)

CI416	DWARF MONITOR (3)	$19.50
CI78001	HIGH ELF EAGLE SHIP (3)	$34.95
CI78002	HIGH ELF HAWKSHIP (3)	$19.50
CI78003	HIGH ELF DRAGONSHIP (1)	$19.50
CI78011	BRETTONIAN BUCCANEER (3)	$19.50
CI78012	BRETTONIAN CORSAIR (3)	$34.95
CI78013	BRETTONIAN GALLEON (1)	$19.50

BLOOD BOWL

Blisters

CI73309	ELVES	$14.95
CI73312	ORKS	$14.95
CI73324	GOBLINS	$14.95
CI73336	HUMANS	$14.95
CI73348	DWARVES	$14.95
CI73351	DARK ELVES	$14.95
CI73364	OGRES	$14.95
CI73365	TROLLS	$14.95
CI73366	TREEMAN	$14.95
CI73367	MINOTAUR	$14.95
CI73375	SKAVEN	$14.95
CI73387	STAR PLAYERS	$14.95
CI73390	LITTLE 'UNS (HALFLINGS)	$14.95
CI73407	DWARF DEATH ROLLER	$14.95
CI73488	CHAOS	$14.95
CI73531	UNDEAD	$14.95

Teams

CI73410	ELF BB TEAM	$49.95
CI73422	ORK BLOODBOWL TEAM	$49.95
CI73434	BB GOBLIN TEAMS	$49.95
CI73446	HUMAN BLOOD BOWL TEAM	$49.95
CI73459	BB DWARF TEAMS	$49.95
CI73461	DARK ELF TEAMS BB	$49.95
CI73473	SKAVEN TEAM BB	$49.95

SPACE FLEET SPACE SHIPS

CI77745	IMPERIAL ASSAULT SHIP	$7.50
CI77758	IMPERIAL SHIELD SHIP	$7.50
CI77760	IMPERIAL CARRIER	$7.50
CI77829	DICTATOR BATTLESHIP	$7.50
CI77831	THUNDERBOLT CRUISER	$7.50
CI77843	ANNIHILATOR BATTLESHIP	$7.50
CI77856	STALWART FRIGATE	$7.50
CI77868	TARGETTING SHIP	$7.50
CI77902	TYRANID HIVESHIP	$7.50
CI77915	TYRANID DARK PROWLER	$7.50
CI77927	TYRANID VOID FIENDS	$7.50
CI77939	TYRANID KRAKEN I and II	$7.50
CI77941	TYRANID WAR DRONES	$7.50
CI77954	TYRANID DRONES	$7.50
CI77966	TYRANID SPORE MINES	$7.50

SLOTTA BASES

CISB1	SLOTTA BASES 20mm (20)	$3.95
CISB2	SLOTTA BASES 25MM (20)	$3.95
CISB4	SLOTTA BASES HORSE BASE (10)	$3.95
CISB5	SLOTTA BASES MONSTER BASE (6)	$3.95
CISB6	SLOTTA BASES FLYING STANDS (6)	$3.95
CISB7	SLOTTA BASES ROUND BASE (20)	$3.95
CISB8	EPIC SLOTTA BASES (20)	$3.95

OTHER ACCESSORIES

CI137290	WARHAMMER BATTLE DICE (D6s)	$4.95
CI137300	EPIC BATTLE DICE	$4.95
CI137310	ARTILLERY BATTLE DICE	$2.95
CI97002	SMALL FIGURE CASE	$34.95
CI97003	FIGURE CASE	$34.95

CITADEL PAINT SETS

CIP1	COLOUR PAINT SET	$29.95
CIP2	CREATURE PAINT SET	$29.95
CIP3	MONSTER PAINT SET	$29.95
CIP4	EXPERT INKS SET	$29.95
CIP5	PAINT SET - SPACE MARINE	$29.95
CIP6	PAINT SET - ORC & ELDAR	$29.95
CIP7	METALLIC PAINT SET	$29.95
CIP8	EPIC PAINT SET	$29.95

CITADEL PAINT POTS

CITP1	SKULL WHITE	$3.95
CITP2	CHAOS BLACK	$3.95
CITP3	BLOOD RED	$3.95
CITP4	BRONZED FLESH	$3.95
CITP5	WOODLAND GREEN	$3.95
CITP6	ENCHANTED BLUE	$3.95
CITP7	SUNBURST YELLOW	$3.95
CITP8	MITHRIL SILVER	$5.95
CITP9	SHINING GOLD	$5.95
CITP10	ROTTING FLESH	$3.95
CITP11	GOBLIN GREEN	$3.95
CITP12	ELF GREY	$3.95
CITP13	WORM PURPLE	$3.95
CITP14	HOBGOBLIN ORANGE	$3.95
CITP15	ORC BROWN	$3.95
CITP16	SPEARSTAFF BROWN	$3.95
CITP17	SWAMP BROWN	$3.95
CITP18	CHAINMAIL	$5.95
CITP19	GHOUL GREY	$3.95
CITP20	BILIOUS GREEN	$3.95
CITP21	RED GORE	$3.95
CITP22	ELECTRIC BLUE	$3.95
CITP23	BRAZEN BRONZE	$5.95
CITP24	MOODY BLUE	$3.95
CITP25	TITILLATING PINK	$3.95
CITP26	BESTIAL BROWN	$3.95
CITP27	IMPERIAL PURPLE	$3.95
CITP28	SMELLY PRIMER	$3.95
CITP29	BLUE GREY	$3.95
CITP30	SPACE WOLF GREY	$3.95
CITP31	MARINE DARK BLUE	$3.95
CITP32	ULTRAMARINE BLUE	$3.95
CITP33	BLOOD ANGEL ORANGE	$3.95
CITP34	SALAMANDER BLACK	$3.95
CITP35	SALAMANDER GREEN	$3.95
CITP36	TERRACOTTA	$3.95
CITP37	BOLT GUN METAL	$5.95
CITP38	GO FASTA RED	$3.95
CITP39	BAD MOON YELLOW	$3.95
CITP40	SNAKE BITE LEATHER	$3.95
CITP41	HAWK TURQUOISE	$3.95
CITP42	FIRE DRAGON CRIMSON	$3.95
CITP43	SCORPION GREEN	$3.95
CITP44	ORK FLESH	$3.95
CITP45	BLEACHED BONE	$3.95
CITP46	TIN BITZ	$5.95
CITP47	POLISHED BLUE	$5.95
CITP48	BURNISED GOLD	$5.95
CITP49	DWARF BRONZE	$5.95
CITP50	AMATHYST PURPLE	$5.95
CITP51	BEATEN COPPER	$5.95
CITP52	GLISTENING GREEN	$5.95
CITP53	FIRE ORANGE	$3.95
CITP54	SULPHER DESERT YELLOW	$3.95
CITP55	BATTLE GREEN	$3.95
CITP56	ASH GREY WASTE	$3.95
CITP57	NIGHTWORLD BLUE	$3.95
CITP58	JUNGLE GREEN	$3.95
CITP59	CODEX GREY	$3.95
CITP60	IMPERIAL STRIKE GREEN	$3.95
CITP61	HORIZON BLUE	$3.95

CITADEL INK POTS

CIINK1	RED INK	$3.95
CIINK2	ORANGE INK	$3.95
CIINK3	YELLOW INK	$3.95
CIINK4	GREEN INK	$3.95
CIINK5	BLUE INK	$3.95
CIINK6	PURPLE INK	$3.95
CIINK7	BROWN INK	$3.95
CIINK8	CHESTNUT BROWN INK	$3.95
CIINK9	BLACK INK	$3.95

RAL PARTHA ACRYLIC PAINTS

PAINT SETS

RAL77730	PARTHA FANTASY PAINTS	$29.95
	Silver, gold, black, white, blue, green, red, yellow, brush & figure.	
RAL77740	AUTUMN COLOURS	$19.95
	Autumn gold,khaki,brown,woodbrown,pine green,armor grey.	
RAL77741	SUMMER COLOURS	$19.95
	Flaxen yellow,adobe & dunkel brown,evergreen,armor grey, olive.	
RAL77750	CHAOS WAR COLOURS	$19.95
	Mold,slate,burgundy,metallic blue, green & red.	
RAL77790	SILKS AND SATINS AD&D	$19.95
	Royal blue, lavindar, blue, royal red, white, green.	
RAL77791	NATURAL COLORS AD&D	$19.95
	Werefur brown,yellow,pink,elemental orange,moss green,blue.	

ACCESSORIES

RAL77725	SPRAY PRIMER	$9.95
RAL77726	SPRAY CLEAR MATTE SEALER	$9.95
RAL77727	DRAGONSCALE METALLIC CREME KIT	$24.95
RAL77728	BRUSH KIT	$19.95
RAL77729	SPONGE APPLICATOR BRUSHES	$3.50

INDIVIDUAL POTS

RAL77701	GOLD METALLIC	$3.95
RAL77702	SILVER METALLIC	$3.95
RAL77703	BRONZE METALLIC	$3.95
RAL77704	STEEL	$3.95
RAL77705	FLESH	$3.95
RAL77706	WHITE	$3.95
RAL77707	GRAY	$3.95
RAL77708	BLACK	$3.95
RAL77709	SHAMROCK GREEN	$3.95
RAL77710	FOREST GREEN	$3.95
RAL77711	DUN	$3.95
RAL77712	LEATHER	$3.95
RAL77713	RED BROWN	$3.95
RAL77714	DARK BROWN	$3.95
RAL77715	IVORY	$3.95
RAL77716	YELLOW	$3.95
RAL77717	ORANGE	$3.95
RAL77718	RED	$3.95
RAL77719	SKY BLUE	$3.95
RAL77720	TRUE BLUE	$3.95
RAL77721	DARK BLUE	$3.95
RAL77722	COPPER METALLIC	$3.95
RAL77723	PURPLE	$3.95
RAL77731	KHAKI	$3.95
RAL77761	AGED METAL AD&D	$3.95
RAL77762	FROST GIANT WHITE AD&D PAINT	$3.95
RAL77763	MINOTAUR FUR BROWN	$3.95
RAL77764	HELL HOUND BROWN AD&D	$3.95
RAL77765	DAMSEL FLESH AD&D	$3.95
RAL77766	MAINCORE MANE YELLOW AD&D	$3.95
RAL77767	MOLD YELLOW	$3.95
RAL77768	GOBLIN FLESH TANGERINE	$3.95
RAL77769	DRAGON SCALE RED	$3.95
RAL77770	TENTACLE PINK	$3.95
RAL77771	DRAGON TONGUE PURPLE	$3.95
RAL77772	SEMBIA RED	$3.95
RAL77773	CORMYR BLUE	$3.95
RAL77774	MIND FLAYER MAUVE	$3.95
RAL77775	PALADIN BLUE AD&D	$3.95
RAL77776	DRAGON SCALE BLUE	$3.95
RAL77777	BULETTE BLUE AD&D	$3.95
RAL77778	REMORHAZ BLUE AD&D	$3.95
RAL77779	STORM GIANT GREEN	$3.95
RAL77780	BEHIR BLUE AD&D	$3.95
RAL77781	TROLL FLESH GREEN	$3.95
RAL77782	ELVEN GREEN	$3.95
RAL77783	GHOUL FLESH LIME	$3.95
RAL77784	BULLYWUGS BELLY GREEN	$3.95